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LYLAT WARS

Turn to page 90 to subscribe!



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*Banjo-Kazooie is here. It's all right, we suppose... ha! Gotcha! Actually, it's bloody superb.*

# BANJO-KAZOOIE

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magazine Volume 16





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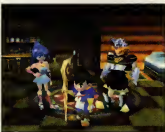
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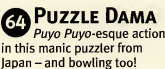
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N<sup>64</sup> Welcome!

## It Pays To Be Patient

ALL OF A SUDDEN, THE N64 MARKET IS set for a dramatic upturn. *Banjo-Kazooie* arrived this issue and turned out to be even better than anyone had expected (and since it was a Rare title, we already had pretty high hopes for it); *Mortal Kombat 4* proves that the N64 can handle a decent fighting game; the Japanese version of *ISS '98* moves the goalposts once again for what a great sport sim should be like; *All-Star Baseball* stunned us with its combination of playability (even of a weird American sport) and spectacular visuals.

It's not going to stop, either. Due to drop into our cartridge slots over the next few months are *F-Zero X*, *Turok 2*, *Body Harvest* and *Wipeout 64*, all of which push the boundaries of what the N64 can do in their own different ways, and after that we can look forward to *F1 World Grand Prix*, *Perfect Dark* and – dare we hope? – the *Titanic* of videogames, *Zelda 64*.

We've certainly had to wait long enough, but after more than two years, developers have finally got to grips with the N64's powerful but complicated innards and have started to produce games where quality is the rule, not just the exception.

If you want proof of this, compare the early N64 titles – even Nintendo's own – to what's appearing now. Then imagine what developers will be coming up with this time next year. If you think the games of today are awesome, you'd better get a 100,000-mile service on your adrenaline glands before next year – you don't want to overstress them.

There are still a few gaps in the N64's software line-up – *MK4* may be good, but it's still not *Tekken 3* or *SF Alpha 2*, and for high-speed racing thrills Nintendo's machine is still lagging behind the PlayStation. But with the standards rising so high in other areas, there's no reason to believe this situation will remain the same for long.

The patience of N64 gamers is about to be rewarded...

ANDY McDERMOTT, EDITOR

# the 64 showcase

news peripherals  
advice • hot new items of interest



## COOL YOUR J



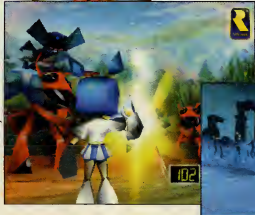
### MORE NEWS ON RARE'S *Jet Force Gemini!*

We had a bit of info on this new game in last issue's E3 report, but because the game was only shown on a brief video clip we couldn't say much about it.

The plot of *Jet Force Gemini* has the evil Mizar (why are villains always evil? Why aren't there any who are just a bit insensitive?) trying to take over the entire galaxy, with the help of his countless insectoid minions.

Only three people – well, two people and their dog – can stop Mizar's advance. Juno, Vela and carnage-committing canine Lupus make up the titular twin-related Jet Force, and it's down to them to blast Mizar and his bugs straight to hell!

The all-action shoot-'em-up takes place across a number of 3-D worlds, and players have to switch between the three main characters – each of whom has different special abilities – to uncover secret areas and solve puzzles that block the team's



Screenshots courtesy of Rare.



# F1NGS ARE LOOKING GOOD



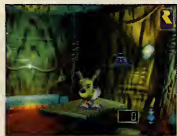
A TEAM JORDAN CAR, SAYS MELINDA MESSINGER.



**F1 WORLD GRAND PRIX, BEING PROGRAMMED BY Pilotwings developers Paradigm for Video Systems, has now been picked up by Nintendo for release in Britain and America. The impressive-looking game should go on sale at the end of July in the States and possibly as early as August over here, assuming Nintendo manage to get Bernie Ecclestone to sign on the dotted line.**



# ETS!



LUPO THE DOG, THE CUDDLY CANINE MEMBER OF JET FORCE GEMINI. IF THE WORST COMES TO THE WORST, HE CAN ALWAYS PEE ON AN ENEMY'S LEG!



progress. Rare promise some ridiculously destructive weapons, the explosive results of which you can see in some of their shots here, and the option for players to set the AI of the enemies from cannon-fodder-dumb to exoskeletal-Einstein.

On top of all that, there will also be multiplayer modes – caring sharing

types can play through *Jet Force Gemini* in a co-operative mode, while those with itchy trigger fingers and a penchant for inflicting pain on their friends in *Goldeneye* and *roshambo* evenings can unleash improbable weapons on each other in the deathmatch game.

We'll have more on *Jet Force Gemini* soon!



## This Is Us, Right

ALL THESE PEOPLE CONTRIBUTED IN SOME WAY TO THE MAKING OF THIS HERE PERIODICAL. JUST DON'T FEED THEM AFTER MIDNIGHT.

### Andy McDermott

The editor speaks. There's a new Gold Medal game. *Banjo-Kazooie*. Hey, that was a haiku! Too much *Puzzle Dama*, no doubt.



### Roy Kimber

"I'm not raising my voice!" bellows the puppy-loving lug whenever the *PowerStation* boys ridicule him. Ears bleed frequently.



### Stuart Wynne

The cryo-pod cracks open. Dry ice vapours wait out. A hand passes us a disk of text. The pod closes. Stuart returns to cyberspace.



### Ryan Butt

He might be the editor of a PlayStation magazine, but he knows which machine he prefers to play the best games!



### Stuart Taylor

By day he deals with reports of aliens, so Stu was the obvious choice to review strange foreign sports like baseball.



### Russell Murray

Before he'd even finished mapping *Yoshi's Story* for *64 Solutions*, Russ was forced to start on *Banjo-Kazooie*. Duchi!



### Loz Cooper

Is that a haircut we see? It is, unfortunately, because now we can see more of his face. The belts, the belts!



### Nick Trent

Terror for the Trentster when the *PowerStation* guys moved a monitor, meaning Nick had to look at Roy for an afternoon!





# 64

## NEWS SUGGESTS

**GAP-TOOTHED BRAZILIAN SOCCER** sensation Ronaldo has been signed by France – not for the national team, but by Infogrames, who plan to release a Ronaldo-starring football game later this year... Take 2 Interactive are to bring out *4x4 Mud Monsters*, a monster truck racing game programmed by Gathering Of Developers (GOD), which includes former coders from the likes of Iguana and Paradigm... Australian softco Beam Software may convert PC title *DethCarz*, a Mad Max-style racer, to the N64. GT Interactive will be distributing the game late next year... Mike Plozzo's *Strike Zone* is now unlikely to get a UK release, on the understandable grounds that nobody over here plays baseball...

# EARTHBOUND CART BOUND

HIGH ON THE LIST OF 'WOW, GEE, WE never expected *that*' news items comes the announcement that *Earthbound*, otherwise known as *Mother 3*, has been moved from 64DD to cartridge. *Earthbound*'s new silicon home will be the same size as *Zelda 64*, 256Mbits (32 Mb) – half the size of its intended 64DD disk.

This is good news for Western gamers, because the transfer to cartridge vastly increases the game's chances of receiving an English translation. *Earthbound* will be the machine's first 'traditional' RPG, as opposed to the action-oriented approach of *Zelda* and *Quest 64* (see page 52); although the world and



"I'LL JUST WRITE OR IN JAPANESE, THEN."

characters are presented in 3-D, the story progresses more like *Final Fantasy VII*, with multiple characters, problems to solve and a plot stretching over several years.

On the other hand, it's another nail in the coffin for the 64DD, since *Earthbound* was intended to be one of the leading games for the new add-on. Although Nintendo promise a mission disk that will add new adventures to the cartridge version, this is likely to be a Japan-only release – assuming the 64DD is ever launched.



# WITH GIZMOS AND GADGETS

## ASCIIWHEEL 64

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There seem to be almost as many steering wheels for the N64 as there are driving games. ASCIi's new wheel is a little different from the others on the market, dispensing with pedals altogether in favour of a more compact desktop unit.

It's no surprise that the ASCIiWheel 64 comes from Japan, where space is at a premium – the footprints of some N64 wheels would probably fill most Akihabara game shops! The whole unit folds into a space not that much bigger than an

N64, which should come a relief for those with cramped rooms.

By chucking out pedals, ASCIi's wheel doesn't suffer from the hassles of control reallocation like most of its competitors – all the buttons are right there on the wheel itself. Only the L button is out of immediate reach, but how many games use it in play?

We tested it with our usual bunch of games – *Mario Kart*, *Diddy Kong Racing* and *Top Gear Rally*. We have yet to find a single wheel that adds



anything to *TGR* (they all make the cars insanely over-responsive), but on *Mario* and *Diddy* it performed very well. Having the up-down analogue control right under your thumb is the best positioning on any wheel, and makes *Diddy* a snap to play.

The ASCIiWheel is as good as any N64 wheel around, and its small size (and low price) makes it a top choice for space-starved and price-conscious racers.

64 MAGAZINE RATING:



# TANX A MILLION

REMEMBER 3DO, THE CONSOLE THAT was supposed to take over the world but turned out to be as big a duffer as the Atari Jaguar? 3DO, the company, has realised the error of its ways and has switched to making games instead of overpriced, underperceived hardware, and their first N64 title will be *Battletoxin*.

Set in a post-apocalyptic future where a small number of surviving women called Queen-Lords rule over armies of men, opposing tribes roam through ruined cities looking for women – the more women a tribe has, the more power it holds. The chosen weapon of all the tribes is... the tank.

Tanks being what they are, huge heavy objects with massive guns, you'd expect a fair bit of destruction. And you'd be right. The buildings in each city aren't just obstacles – they can be blown apart to make impromptu escape routes and reveal secret areas. The tanks can be powered up with all kinds of weapons, from flamethrowers to railguns, and for maximum sterility potential there's even a nuke that can flatten half a city!

*Battletoxin* will also have a battle mode, with up to four players pumping armour-piercing rounds into each other. Sounds like fun! Unfortunately, we'll have to wait until next year before we can hear the heavy metal thunder.



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You can win a £50 voucher to spend at your local GAME shop – that's more than enough for *Goldeneye*, *Mario* or *Banjo-Kazooie*! All you have to do is use your powers of divination to predict the top three games in next issue's chart and send your predictions to *Chart Combo*, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH2 2JS!

## CRUIS'N FOR A BRUIS'N

WHAT THE DUN? NINTENDO HAVE gone completely insane, pushing back the Western release of *F-Zero X* to October in the States, November over here, so that they can drop in, er... *Cruis'n World*.

While we can understand the logic behind this – nobody would want to buy *Cruis'n World* if they could already get *F-Zero* instead – there is a slight problem in that, based on what we saw at E3 last issue, *Cruis'n World* is pants.



Should you want to buy *Cruis'n World*, you'll be able to buy it this month. But then, you'll be able to buy *Banjo-Kazooie* this month as well, and we know which one we'd spend our hard-earned on. Clue: it's the one with the bear and the bird.

All is not lost – we'll have the first review of the Japanese version of *F-Zero X* next issue!



## OGREGASM

WARGAMERS WHO HAVE FELT LEFT OUT BY THE N64'S LACK OF STRATEGY-minded software could be in for a treat when Japanese company Quest release *Ogre Battle 3* later this year. The game is a fantasy battle title, where armies of knights, wizards, dragons and – yes! – ogres fight to the death. As supreme commander, the player has to organise his magical legions and build up their powers through a mix of training and bloody combat.

At the moment, no Western publisher has snapped up *Ogre Battle 3*, so unless somebody gets moving fast there may be an awful lot of Japanese text to hack through!



## 64 CHARTS

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## CHART COMMENT

As I write, England have just beaten Columbia to go through to the second round of the World Cup, so it's no surprise that EA's game is still over the moon. *Forsaken* has jumped in right behind it, with *Goldeneye* still clinging on to the third position. Good results for the low-priced pair of *ISS 64* and *Wetrix* as well. Konami's *Mystical Ninja* drops sharply; presumably the hardcore adventure gamers all bought it in

its first month on sale. Surprisingly, *Quake* continues to plunge as well – perhaps classic status on the PC doesn't count for much on the N64. *Diddy Kong Racing's* drop down the charts is also a bit unexpected as well.

As for next month's chart, who knows? *Banjo-Kazooie* isn't due out until just after issue 17 goes to the printers, so will *World Cup '98* continue to dominate? Find out next issue!

THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	1	WORLD CUP '98	EA SPORTS	93%
2	–	FORSAKEN	ACCLAIM	93%
3	3	GOLDENEYE	NINTENDO	95%
4	5	ISS 64	KONAMI	93%
5	–	WETRIX	INFOGRAMES	86%
6	4	YOSHI'S STORY	NINTENDO	79%
7	–	KOBE BRYANT IN NBA COURTSIDE	NINTENDO	85%
8	2	MYSTICAL NINJA	KONAMI	85%
9	10	SUPER MARIO 64	NINTENDO	92%
10	–	RAMPAGE WORLD TOUR	GT INTERACTIVE	80%
11	7	WCW Vs NWO	THQ	83%
12	14	MARIO KART 64	NINTENDO	78%
13	8	DIDDY KONG RACING	NINTENDO	86%
14	15	SHOWBOARD KIDS	NINTENDO	83%
15	16	DUKE NUKEM 64	GT INTERACTIVE	84%
16	9	QUAKE 64	GT INTERACTIVE	88%
17	6	EXTREME G	ACCLAIM	80%
18	18	SHADOWS OF THE EMPIRE	NINTENDO	58%
19	–	BUST-A-MOVE 2	ACCLAIM	91%
20	11	TOP GEAR RALLY	NINTENDO	85%

# GAMEWATCH

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Department 1




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IF YOU WANT TO KNOW WHAT GAMES ARE ON THE way for your N64, there's only one place to look - 64 MAGAZINE'S Gamewatch section, produced in association with Department 1. This list is the most comprehensive and up-to-date you'll find anywhere! It covers games from all around the world, whether in the UK or upcoming imports

from Japan and the USA. If there's a Nintendo 64 game that you're looking forward to, check with Gamewatch first - it's the most accurate release list anywhere in the world!

Release dates are subject to change without notice. Hey, don't blame us - we don't make the things!

10

1080° Snowboarding	UK	1-11	F-Zero 64	Jap	14-7		
4x4 Mud Monsters	US	20-1-99	F-Zero 64	US	1-9		
Action Bomberman	UK	5-10	Gex 2	US	25-8		
Aero Gauge	UK	1-6	Glover	US	3-11		
Alboardin' USA	US	20-9	GT Racing	UK	10-7		
Benjo-Kazooie	UK	31-7	GT Racing	US	20-7		
Battletoix	US	20-10	Holy Magic Century	UK	TBC		
Blo Freaks	UK	1-10	Hybrid Heaven	UK	1-12		
Blo Tetris	Jap	TBC	ISS '98	UK	5-10		
Bombeman Hero	US	29-9	ISS '98	US	20-8		
Buck Bumble	UK	September	Jiggy's Reckin' Balls	UK	August		
Buck Bumble	US	1-10	Jiggy's Reckin' Balls	US	12-8		
Caesar's Palace	US	20-8	In Fisherman's Bass Hunter	US	20-1-99		
Castlevania 64	UK	27-8	John Madden '99	US	16-9		
Castlevania 64	US	20-11	Major League Soccer	US	20-7		
Chopper Attack	UK	August	Micro Machines	UK	November		
Choro Q 64	Jap	TBC	Micro Machines	US	9-12		
Cruis'n World	UK	2-7	Milo's Astro Lanes	US	20-11		
Cruis'n World	US	TBC	Missini Impossible	UK	28-8		
Deadly Arts	UK	TBC	Mission Impossible	US	1-7		
Deadly Arts	US	20-7	Morrii' Kombat 4	UK	25-6		
Donkey Kong 64	UK	31-12	NASCAR '99	US	23-9		
Donkey Kong 64	US	31-12	NBA FastBreak	US	TBC		
Earthworm Jim 3D	US	20-9	NBA Jam '99	US	14-10		
Extreme G 2	UK	1-11	NFL Blitz	US	30-9		
Extreme G 2	US	20-10	NFL Quarterback Club '99	US	26-8		
F1 Racing	US	1-12	NHL Breakaway '99	US	20-11		
Fox Sports Hoops	US	10-11	NHLPA Hockey '99	UK	November		
F-Zero 64	UK	28-10	Nightmare Creatures	UK	TBC		
			Nuclear Strike	UK	31-12		
			ODI	UK	26-7-99		
			Off Road Challenge	US	30-6		
			Penny Racers	UK	TBC		
			Penny Racers	US	26-10		
			Pleasant Hill	US	30-10		
			Predator Racing	US	1-10		
			Quake II	UK	December		
			Rakuga Kids	Jap	23-7		
			Rally Racing	US	19-11		
			Rat Attack	US	20-11		
			Rhythm 2	US	16-11		
			Rev Limit	UK	1-8		
			Road Rash 64	UK	31-12		
			Roadsters '98	US	20-10		
			Rugrats	US	20-1-99		
			Rush 2: Extreme Racing	US	28-10		
			SCARS	US	7-11		
			Sim City 64	UK	1-11		
			Space Race	UK	December		
			Space Station: Silicon Valley	US	20-10		
			Star Soldier: Vanishing Earth	Jap	10-7		
			Super 8 Daman				
			Battle Phoenix	Jap	24-7		
			Superman	UK	December		
			Superman	US	20-8		
			Super Robot Spirits	Jap	17-7		
			Tenri Trouble	UK	August		
			Tonic Trouble	US	1-7		
			Top Gear Overdrive	UK	31-12		
			Turok 2	UK	1-12		
			Turok 2	US	7-10		
			Twelve Tales: Conker 64	UK	TBC		
			Twelve Tales: Conker 64	US	26-10		
			Twisted Edge Snowboarding	UK	5-10		
			Twisted Edge Snowboarding	US	4-11		
			Virtual Chess	US	2-6		
			V/R Hoop 64	US	20-10		
			V-Rally 64	UK	30-10		
			Waspsie Country Club				
			True Golf Classic	US	28-7		
			WCW vs WWF: Revenge	US	12-10		
			Wipeout 64	UK	31-12		
			Wipeout 64	US	16-11		
			World Grand Prix	US	27-7		
			WWII: Warzone	US	29-10		
			Zelda 64	UK	November		
			Zelda 64	Jap	September		
			Zelda 64	US	24-11		

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# When I'm

# 64



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When I'm 64  
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The best letter each issue wins all this N64 stuff! What more incentive do you need?

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64 magazine Volume 16

## NO, NOT PRICE AGAIN!

DEAR 64 MAGAZINE,  
I must admit, as reader of several N64 magazines, the speech in issue 14 on page six was absolutely brilliant. Every single word you printed was truthful, your comments about other magazines are very realistic and after frantically searching through them I saw the light! I discovered you were the magazine I wanted, to infinity and beyond. I thought the article was very honest and it must have taken an awful lot of balls to print it.

Mind you, I've noticed that whenever anybody mentions your magazine at a lower price, you



either ignore it or you... ignore it. Why are you scared to talk about the expensive price of your mag?

ADAM KELWICK, SHEFFIELD

Ah, the price of the mag - hey, look! Over there! It's the Goodyear blimp!

Actually, because 64 MAGAZINE was the first N64 mag on the market and because the N64 was, at its launch, a premium-priced machine, the cover price was set accordingly, and it's sort of, um, stayed that way. I did ask the bosses about cutting the price to £1.50, but they hit me with a fish. We're looking into the possibility of bringing the price down at a future date.

## CHANGES abound in the letters section - SHORTER letters, MORE of 'em and only ONE prizewinner per issue. BUT WHAT a prize!

## DEMON SEEDS

DEAR 64 MAGAZINE,  
Nintendo's 'Kiddle Console' policy is a bag of shite. They seem to want a lot of games that are easy to complete (Yoshi's Story, Mario 64, Mario Kart, Lylat Wars) and are also encouraging third-party developers to do the same (Blast Corps, Twelve Tales: Canker 64, Rampage) so they will be attractive to the younger generation (7-12 year olds). I think that they must put a stop to this policy, if they want to sell more games.

Children nowadays are completely different to what they were in the time of the excellent NES. They grow up with better reaction and co-ordination skills thanks to new toys which are coming out. Therefore, when they reach the age when they start to play computer games, they are more developed in their computing skills and find them easier than I did when I was that age (I am 16). This is proven by the fact that if you gave a child an Atari with a game that you found hard during your childhood, they would finish it in a matter of hours. I therefore think that Nintendo should scrap their 'Kiddle Console' policy and realise that the human race is evolving!  
BOB KALISIAK, EMAIL

Another thing that Nintendo seem to be ignoring is the fact that gamers who used to play Mario games on the NES and SNES are now several years older and may not want to play fairyland games starring a happy plumber. They say that by concentrating on younger players they're creating the next generation of gamers, but it's not much use if they all desert Nintendo when they reach 14 so they can explore death on someone else's console!

## IT WAS THE MAN WITH THE GOLDEN GUN

DEAR 64 MAGAZINE,  
I want to ask why so many magazines (not you) provoke attacks on other consoles. Why are people so obsessed by supporting just the one console? I mean, a good game is a good game whichever format it's on. It's a bit like football - the players get swapped over to so many teams that supporting just the one will eventually become senseless.

I also want to know why Oddjob is so short in Goldeneye. In Goldfinger he was quite a tall man. I think (heaven forbid) that Rare have made a mistake and confused him with Nick Nack (not the crisps) from the Roger Moore film, who had that big laser (or something).

CEM SURER, PURLEY

It's a psychology thing - after spending money on something, people have to justify it by saying it's infinitely better than the alternatives, whether it is or not. This is why you get people frantically trying to convince you of the merits of the Vauxhall Tigra or Stride Statik trainers that look like yellow neutronium moonboots.

We called up Rare to ask about Oddjob. Their response: "Look! It's the Goodyear blimp!" (click-brrrrrrrrr)

## GOLDENEYE RIP-OFF SHOCKER

DEAR 64 MAGAZINE,  
Last weekend I rented the James Bond film Goldeneye from my local video shop. I think it's ridiculous that this film company is able to produce a blatant carbon copy of our beloved N64 game Goldeneye. Not only did they copy the locations, but they cleverly managed to find actors who were dead ringers for the characters in the game. This is obviously a breach of copyright and I hope you can pass on my observations to Rare so that they can take the matter to higher authorities. Hopefully Rare will prevent any further leakages of future game plots to prevent this kind of atrocity happening again.

TORFINN AND KRISTOFFER THORBJØRSEN, KIRCALDY

You've got to admire the sheer nerve of MGM/UA and Eon Productions. Those magnificent bastards!

ASK



ANDY

If you have questions, our editor has answers. Sometimes they're even correct.

DEAR 64 MAGAZINE,

I was just wondering if there was any official Nintendo thingy that I could get to allow me to attach a SCART lead to my N64? If so, where can I get one?

PETER BLAIR, EMAIL

Nintendo don't produce a SCART lead (for some reason, they want you to use the crappy RF output), but companies like Fire International produce their own perfectly good leads. You should be able to find them in decent game stores, or from Fire on (01302) 352225.

DEAR 64 MAGAZINE,

The screenshots in your import review of *2080° Snowboarding* showed option screens in English. Please could you tell me if these shots are from the Japanese version or is it American?

MAX HARVEY, EMAIL

The *2080°* shots came from the Japanese game – it has an option that lets you choose either English or Japanese text throughout the game.

## U SEXY MOTHER

DEAR 64 MAGAZINE,

how is the blood in *Mission Impossible* is it like when u shoot the the blood doesn't squirt out like golden eye or is it like when u shoot them blood comes out and one more thing when u kill the people do they fade away or do they stay on the floor

G789Base@aol.com, EMAIL

My god! An email from The Artist Formally Known As Prince! Well, your squiggleness, I don't remember seeing any blood in the E3 demo of *Mission: Impossible* (see last issue), so your blood lust will probably be unsatisfied. If u want spouting blood, try *Bio Freaks* or wait 4 *Turok 2!*

## LASHING LAMENTABLE LOSERS

DEAR 64 MAGAZINE,

I was reading Issue 14 and looking through the "When I'm 64" section when I came across the "Memory Card Losers" column. The first letter from Phillip Graham was nothing special, but the second one was from a bloke called Matos. I thought he was an absolute prat! He was complaining about the games you could choose from when you subscribe (*Goldeneye*, *Mario 64*, *Mario Kart* and *Diddy Kong Racing*). His complaint was that the games selected were the worst games ever – bear in mind they all got over 85%. How can they be the worst games ever?

The second letter, from Lee O'Connor in Ballymena, was just as bad. He was complaining about swearing in this magazine. Most magazines have this kind of swearing in them. If he's got a problem with the fine content of this magazine, then maybe he should buy a comic!

Right, that's it, complaint over. Your magazine really rocks!

RYAN WILLIAMS, POOLE

We suspect that Matos was, in Internet parlance, "trolling" – being deliberately annoying to provoke a response and make himself feel important. Either that, or he's a complete goon who wouldn't know a decent game if it bit him on the arse.

## A STUDENT DISSES GLOVER

DEAR 64 MAGAZINE,

Here is my dream list of titles that I would really like to own:

1. *Blade Runner 64* (could happen).
2. *Tomorrow Never Dies* (wish this would happen).
3. *Star Wars: Rogue Squadron* (please let it be a decent game).
4. *F1 2000* (made this one up, just want a decent Formula 1 game).
5. A decent aeroplane shoot-'em-up type thing, like *Top Gun 64*, *Eurofighter 64*, *Stealth 64* etc. etc.
6. *Point & Click 64* (a Nintendo equivalent of *Broken Sword* or *Monkey Island*).
7. *Resident Evil 2* (64, obviously).
8. *R-Type 64* (oh yeah, it could happen, those good old Spectrum days...)
9. *ISS World Cup '98*.
10. I was going to put *Mario 2*, but then I changed my mind and went for *Command & Conquer*.

Obviously after all that thinking, I got onto the line of thought about my top ten nightmare list, ie games I wish nobody had ever made, and will never make, and oh GOD PLEASE DON'T MAKE THIS...

1. *Tamagotchi World*.
  2. Anything else to do with Tamagotchi(s).
  3. *Turok 2* (give up, it was crap the first time).
  4. *Yoshi's Story 2* (for this read no more fluffy, furry, cutsie little wunk bags, and definitely no more games pitched at three-year-olds).
  5. *Wheel Of Fortune* (please get a life!)
  6. *NBA, NFL, NHL*, etc – let America keep its crappy sports games, and we promise not to give them any of ours.
  7. *The Glory Of St Andrews*.
  8. *Doom 64* (that used to be a good game, that did – three years ago on a PC)
  9. *Tetrisphere* (you might as well play these games on the Game Boy).
  10. *Xena: Warrior Princess* – not *Hercules* – stop it. Stop it right now.
- That's enough (as some bald bloke once said in *An American Werewolf In London*), that's enough! SD DONS, LOUGHBOROUGH UNIVERSITY
- PS: You can correct all the spelling mistakes, I can't be arsed.

You can't be arsed? Shocking behaviour for a student. "When ah were at university, waffle bore drone." And as for 'some bald bloke'? That's Brian Glover you're talking about! The man's a bald northern hero! "This is rumour control." "Them two? In my flat? Grrrr!" "Tetty mek teabags mek tea." Oh, hang on, he's dead.

## SNOWBOARD SHORTCUTS

DEAR 64 MAGAZINE,

On *Snowboard Kids*, the race called Dizzy Land, you said there were no shortcuts. But I know one – it's on the left after the T-Rex in the dinosaur place. There is also a third shortcut on Night Highway, on the jump that takes you to the tight path. On the right, turn your snowboard to the right.

LINDA BLACKWELL-DA COSTA, EMAIL

PS: I think you should make another copy of issue four of your magazine.

For missing the shortcuts, Russell's been strapped to a chair and forced to listen to the music from *Banjo-Kazooie's* Rusty Bucket Bay on an endless loop. As for issue four, dear god, once was enough! You can still get it as a back issue – g'wan, g'wan, g'wan, g'wan, turn to page 90 and get your chequebook ready.

## THE MAN WHO CAN'T ADDRESS AN ENVELOPE PROPERLY

Dear you lot at *Total 64*,

*Total 64* is da *Bomb*. Reviewing games like *Diddy Kong*, Competitions to enter, It's the excellence centre [that's enough misdirected poetry – Ed]

LIAM WISKER, CAMBRIDGE

We can understand being mistaken for *N64 Magazine*, since it's only one letter different (in fact,

this very issue, Rare sent all our *Banjo-Kazooie* artwork to them by mistake). But being mistaken for *Total 64*? We're kind of offended by that.

## SECOND TIME LUCKY

DEAR 64 MAGAZINE,

Your mag is so good it makes me look bad. I think it's pitiful how crap your mag makes the others look. Here's how I rate your mag – 100%.

LIAM WISKER, CAMBRIDGE

That's more like it. Too bad your fiendish plan to flatter all the *N64* mags simultaneously has been exposed, eh?

## A SMALL BOY WRITES

DEAR 64 MAGAZINE,

I think your magazine is crap. Your reviews are terrible, your tips are useless and your features are cack. You give every game high marks no matter how pathetic they are. If you don't print this letter I'll take it that you only print the ones that suck up to you. So print it or else!

RICHARD CARRAGHER, NEWRY

Dear Richard Carragher, we think you are crap. Your haircut is terrible, your deodorant is useless and your features are cack. You wear every piece of clothing your mum buys you no matter how girly they are. But we did print your letter, so you must be happy now.

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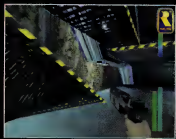




# 64SIGHT

Take a **LOOK** at the **FUTURE** of N64 gaming and prepare to be **AMAZED!**

14



"YOU KNOW WHAT THEY SAY ABOUT GUILLS WITH BIG GUNS... PLEASE DON'T KILL ME!"



INSIDE THE DARK AND FRIGHTENING CORRIDORS OF AN ALIEN SPACECRAFT!

## SHEER PERFECTION

Game Name

**PERFECT DARK**

Publisher: RARE

Release Date: 1999



JOANNA HAS TO PUSH THIS ALIEN ON A TROLLEY OUT OF THE BUILDING TO SAFETY. THE SECURITY GUARDS, ON THE OTHER HAND, ATTEMPT TO STOP HER WITH LETHAL FORCE!



YOU SAW IT HERE FIRST IN OUR E3 report last issue, but

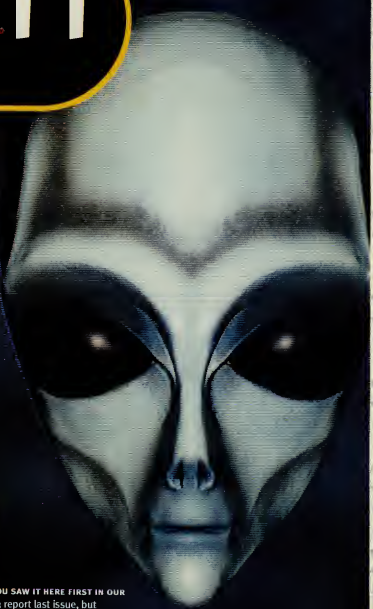
deadline pressures meant we couldn't give it as much attention as we would have liked. (Which was a lot of attention.)

Well, now we can.

We predict that *Perfect Dark* is going to be even better than *Goldeneye*. Since we at *64 MAGAZINE* are firmly of the opinion that *Goldeneye* is the best game on the



THE DATADYNE BUILDING, AN ARCHITECTURALLY FRAGILE STRUCTURE.



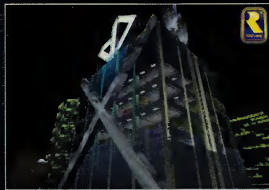
N64, that's quite a prediction to make. But somehow, we don't think we'll be making asses of ourselves...

*Perfect Dark's* heroine is Joanna Dark, top secret agent of 2023AD. Droolers who are looking forward to staring at a Top-heavy Nintendo version of Lara Croft had better put their tongues back in, since Joanna is not only realistically proportioned, but decked out in combat gear to boot. Leer at her and she'll shoot you!

Joanna has been assigned to uncover a conspiracy orchestrated by the Datadyne corporation – a conspiracy which, in proper *X-Files* fashion, threatens to engulf the entire world. Datadyne is in the process of retrieving a crashed alien spacecraft from deep beneath the ocean – you don't have to be Fox Mulder to work out that the billionaire boss of



"MODERN SCULPTURE? PUNI EAT LEAD!"



SEVERAL LEVELS TAKE PLACE IN THIS SKYSCRAPER.



THE LEVELS ARE MORE COMPLEX THAN GOLDENEYE, AND HAVE A LOT MORE DETAIL INCLUDED, SUCH AS LIGHTING EFFECTS AND SHINY METAL SURFACES.

Datadyne is probably not going to hand out alien technology freely for the benefit of all mankind...

Why is *Perfect Dark* going to be so cool? Put it this way – the team that created *Goldeneye* are also creating *Perfect Dark*. They've improved the 3-D game engine so that it's faster and smoother. They've devised ways to include more futuristic effects. They've got more futuristic weapons than Judge Dredd, including heat-seekers and guns that lock onto targets and

track them even as Joanna runs around. The enemies are a lot smarter. In short, they're going to put in all the stuff they wanted to do for *Goldeneye* but couldn't. And yes, there will also be a deathmatch game.

Now Rare have announced that the game is due to be released next year, they are retreating behind their usual Area 51-level security, saying only that they will reveal more about *Perfect Dark* "nearer the time." Let's start the countdown...



CERTAIN GUNS LET JOANNA LOCK ONTO TARGETS AND TAKE THEM OUT AUTOMATICALLY.



IF JOANNA NEEDS TO GET SOMEWHERE IN A HURRY, SHE CAN HOP ON A HOVERBIKE. SOME AREAS ARE STILL INACCESSIBLE UNLESS SHE GOES ON FOOT, THOUGH.



LIKE GOLDENEYE, *PERFECT DARK* FEATURES CUTSCENES THAT FOLLOW THE STORYLINE AS IT DEVELOPS. HERE, SHE EXPRESSES HER DISAPPROVAL AT THE SERVICE IN McDONALD'S.



DEE SCREAMING, YOU 'FREAKS OF NATURE!' TUROK REACTS RABBIT TO THE 'MEN WITH BIG GUNS' THEORY.



REAL-TIME UPDATING EFFECTS, AS IN FORSAKEN, FEATURE HEAVILY IN TUROK 2.

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IS THIS THE WORLD'S Dullest SHOT OR WHAT? Nice ONE, Acclaim!



RIBBLE SCOFF SHOULD SHUT! THE ALIEN SHIP HONDS THIS EGG CHAMBER, AND YOU CAN'T MAKE McMuffins OUT OF THEM.

## DINO-MIGHT!

Game Name **TUROK 2: SEEDS OF EVIL**

Publisher: **ACCLAIM**

Release Date: **NOVEMBER**

TYPICAL, ISN'T IT? YOU'VE GOT A GREAT-looking game like *Turok 2* on the way, with some amazing visuals, immense kick-ass weapons, hideous monsters and enough gore to paint a small town red, and what screenshots do you get sent? Architecture. Bloody architecture. And not bloody in a descriptive way either, just a bunch of walls and buildings. Which would be all very well if we had Richard Rogers as a staff writer, but we don't.

Fortunately, a few more interesting shots showed up at the last minute, so you can actually see some of the weapons in action against the ugly mutants ranged against the world's

fourth most famous Indian (after Sitting Bull, Geronimo and the bloke from *Yojaneer*). The enemies now react according to where Turok shoots them – just nicking their arm is unlikely to put them off their murderous rampage, but putting a magnum bullet right into an eye socket will result in an instant explosion of brain matter!

Turok's mission begins in a small town that has been attacked by the minions of alien overlord Primagen – as well as destroying the Invaders, Turok also has to locate the town's children, who have gone into hiding, and get them to safety before the aliens find them. As he gets nearer to Primagen's base, Turok must battle through subterranean caverns, a crashed alien spacecraft and eventually a truly grotesque spawning ground, where the very walls are alive and pumping out new monsters by the dozen.



'THOU MURDER BOTH MY LEGS - OH!' THE ENEMIES ARE MORE ENTITLED THAN IN TUROK, AND REACT ACCORDING TO WHERE YOU SHOOT THEM.



THE CORRIDORS OF PRIMAGEN'S SHIP ARE ALL GLOSSY METAL AND SINISTER BLUE LIGHTING, BUT THEY STILL HOLD THEIR SHARE OF DANGERS.



IS THAT A CORPSE LYING BY THE CANNON? QUICK, NICK HIS





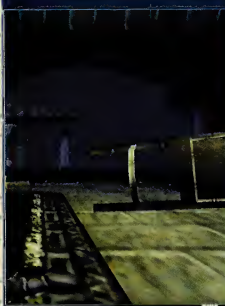


"90... 99... 1000 COBBING, HEAVY OR... HARRING" TUNON SAYS TO GET THE BANG OF RELEASE.



DARK, FLESHY CAVERS WITH A PULSATING PINK THING AT THE CENTRE - 00-88!

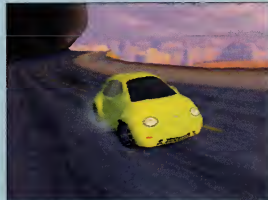
HIDING ON A LEDGE IS NO ESCAPE FROM THE LETHAL WHIRLS OF TURBO!



GOLD FILLINGS AND CELLPHONES!



THE FOUR-PLAYER MODE SACRIFICES SOME DETAIL, BUT STILL KEEPS THE SPEED UP!



THE NEW-LOOK VW BEETLE HASN'T BEEN OUT FOR FIVE MINUTES, AND IT'S ALREADY IN A GAME!

# CHANGING GEAR

Game Name **TOP GEAR OVERDRIVE**

Publisher: KEMCO/THE GAMES Release Date: NOVEMBER

THE LATEST GAME IN KEMCO'S LONG-running Top Gear series is rather different from its immediate predecessor, Top Gear Rally - for a start, it's being developed by a different company, Snowblind rather than Boss Game Studios. The differences show up in the game's style of play - instead of being a

semi-realistic rally game, Top Gear Overdrive is an arcade racer in the mould of *San Francisco Rush*.

If you've ever envied James Bond's gadget-laden cars, then Top Gear Overdrive should be right up your one-way street. Powers-ups can be collected during a race and used to confound your opponents. Oil slicks can be dumped on the track, nitrous oxide canisters used to boost your speed, and you can even employ a Knight Rider-style turbo boost to jump over obstacles!



ANOTHER SHOT OF THE NEW BEETLE, THIS TIME SKIDDING SIDEWAYS. ADVENTURES IN EXCITING CAPTIONING!



IF YOU NEED TO GET SOMEWHERE IN A HURRY, YOU CAN'T GO WRONG WITH THE DODGE VIPER.



THE TWO-PLAYER GAME STILL HAS PLENTY OF OTHER TRAFFIC ON THE ROAD.

Top Gear Overdrive will feature seven tracks with eight cars (plus a bunch of secret vehicles), and also sports a four-player mode that should guarantee that good sportsmanship is nothing but a distant memory!



WHILE OVERDRIVE'S CARS DON'T HAVE THE FANCY PAINT JOBS OF RALLY, THEY HAVE GLASSY REFLECTION AND LIGHTING EFFECTS TO COMPENSATE.

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THE CARS IN PENNY RACERS ARE FULLY CUSTOMISABLE, AND THERE SHOULD ALSO BE A TRACK DESIGNER IN THE GAME AS WELL!



THE CARS ARE SUPER-DEFORMED VERSIONS OF REAL MOTORS - HERE A DIDDY PORSCHE 911 BLASTS AWAY FROM THE START.

## PENNY POWER

Game Name

**PENNY RACERS**

Publisher: THQ

Release Date: WINTER 1998

THQ looks on course to score with *Penny Racers*, the new name for Takara's Japanese N64 racing game *Choro Q*. The game is based on a line of super-deformed toy cars that are

popular in Japan and allows players to create and customise their own vehicles before racing them. When you beat an opponent, they are forced to give up their car parts allowing you to build other, better vehicles. Special custom parts which can only be obtained under certain conditions encourage players to go back and keep on searching for the bits they need to build that perfect little car.

While the idea of building and tuning cars before racing them may not appeal to everyone, the hugely



THERE IS, OF COURSE, A FOUR-PLAYER MODE. SHOULD HOPE SO, TOO!



HOPE YOU REMEMBERED YOUR SNOW TYRES! RACES TAKE PLACE OVER ALL KINDS OF CONDITIONS.

successful *Gran Turismo* on the PlayStation has shown that a great many people enjoy doing just that.

Unlike *Gran Turismo* though, where the emphasis is on simulation and realism, *Penny Racers* places the emphasis squarely on fun. The game plays a lot like *Mario Kart*, with cars drifting across roads and sliding on corners, and takes this kind of 'toy car' behaviour a step further, with the cars doing rolls and somersaults as part of their regular manoeuvres.

Up to four players can build cars and race simultaneously across the numerous tracks, and for more variety, players can build their own devious tracks to confound and confuse their friends! These tracks and custom cars are stored on a Controller Pak, allowing N64 owners to trade tracks and vehicles just like they would real toy ones.

*Penny Racers* looks like being a great game if it lives up to expectations. The prospect of custom cars and tracks means that it could even present a challenge to the likes of *Mario Kart* and *Diddy Kong Racing*.

## READY

AFTER A DISASTROUS FORAY INTO arcade action with *Aero Fighters Assault*, developers Paradigm (*Pilotwings 64*) are going back to what they do best - full-on flight simulations. *Harrier 2000*, previously known as *Flights Of The UN*, puts players in the cockpit of the star of the Falklands and *True Lies*, the Harrier jump-jet.

Realism is the aim of *Harrier 2000* - controlling the jet requires players to get to grips with its unique thrust-vectoring engines, which let it take off and land vertically and hover in mid-air. The correct payload has to be chosen for each of the 50 or so



BECAUSE THE HARRIER IN THE GAME IS A US MARINE CORPS VERSION, MISSIONS BEGIN FROM A US NAVY CARRIER.

## SCARRED

Game Name

**S.C.A.R.S.**

Publisher: UBI SOFT  
Release Date: NOVEMBER



MADDER THAN A BUCKET OF FISH - SCAR'S CARS ARE THE WILDEST AROUND!

# FOR TAKE-OFF!

Game Name **HARRIER 2000**

Publisher: VIDEO SYSTEM

Release Date: 1999

missions – having your wings loaded up with laser-guided bombs isn't going to be much help if you run into a flight of enemy MiGs!

*Harrier 2000* takes pilots in pursuit of a deadly international terrorist group called the Brotherhood, which has obtained a massive stockpile of high-tech weapons which they intend to sell to the highest bidder. To give potential buyers a chance to see their hardware in action, the Brotherhood

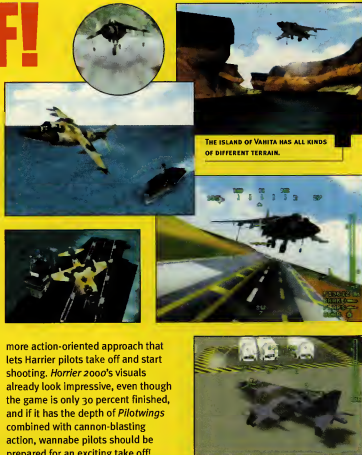


THERE ARE SEVERAL VIEWPOINTS, INCLUDING THIS COCKPIT VIEW.

has invaded the island of Vanhita to test out its array of weapons. With the population of the island held hostage, an all-out ground assault has been deemed too risky by the UN, so instead a small force of Harriers has been dispatched to carry out precision raids on Brotherhood facilities.

The Harrier has plenty of weapons available – five different air-to-air missiles, nine air-to-ground missiles, six types of rocket and no fewer than 17 different sorts of bomb! All of these will be needed to take down the Brotherhood, since they have stolen the best weapons the world has developed and are more than happy to demonstrate them.

Players can choose between a strategic game, where each mission has to be carefully planned to maximise its chances of success, or a

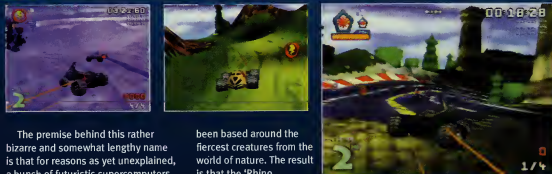


THE ISLAND OF VANHITA HAS ALL KINDS OF DIFFERENT TERRAIN.

more action-oriented approach that lets Harrier pilots take off and start shooting. *Harrier 2000*'s visuals already look impressive, even though the game is only 30 percent finished, and if it has the depth of *Pilotwings* combined with cannon-blasting action, wannabe pilots should be prepared for an exciting take off!

# FOR LIFE

ORIGINALLY TOUTED AS *VIVID RACING* or *VR3000*, depending on who you speak to, Ubi Soft's forthcoming futuristic racing game has finally settled on a permanent title, *SCARS*, which stands for 'Super Computer Animal Racing Simulation'. Uh-huh.



The premise behind this rather bizarre and somewhat lengthy name is that for reasons as yet unexplained, a bunch of futuristic supercomputers have taken to designing supercharged cars for the purpose of armed conflict – presumably SkyNet wouldn't sell them the Terminator patent or something. To ensure that these deadly vehicles turn out to be awesome muthas that no sane person would mess with, their designs have

been based around the fiercest creatures from the world of nature. The result is that the 'Rhino Roadster' resembles a rhino, the 'Tiger Shark' resembles a shark and the 'Lion UK' resembles... er, a bubble car, but what can you do?

*SCARS* promises multiple tracks, a host of devastating weapons and pick-ups, a range of deadly adversaries and intelligent light sourcing. According to Ubi Soft president Yves Guillemot, *SCARS* will supply "a graphic level that players have never seen," which, as anyone who has seen Acclaim's *All-Star Baseball '99* will know, is going to be a difficult boast to live up to!

*SCARS* so far looks extremely promising. The only disappointment is that, as things stand, a four-player

THE TRACKS ARE SUITABLY TWISTED AND BIZARRE – BUT WHERE'S THE FOUR-PLAYER GAME, ENT?



mode isn't currently planned for the N64 version. Battle-mods fans will have to make do with the two-player head-to-head combat facility instead.



Written by Stuart Wynne

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# STAR WARS: ROGUE SQUADRON

We go **BEHIND** the scenes of LucasArts' **NEW** *Star Wars* game, *Rogue Squadron!*



**WITH INTEREST IN STAR WARS** as high as ever, and rising as the next film in the series approaches completion for its launch next year, it was inevitable that a Jedi-related game would appear. Revealed at E3 (see last issue), *Star Wars: Rogue Squadron* is that very game!

While its N64 predecessor, *Shadows Of The Empire*, was something of a smorgasbord of game types, *Rogue Squadron* concentrates on spacecraft combat, and judging from the demo at E3 is all the better for it. The player gets to wear the orange jumpsuit of none other than Luke Skywalker, founder of the Rebel Alliance's elite Rogue Squadron, which is led by *Star Wars* regular Wedge Antilles. The team are assigned a series of missions on different planets throughout the Imperium, ranging from the familiar environs of Tatooine to mentioned-



MARK HAIGH-HUTCHINSON, PROJECT LEADER ON *ROGUE SQUADRON*, POSES IN HIS OFFICE.

# Star Wars: Rogue Squadron



but-never-seen worlds like Kessel, to make sure that the Empire doesn't strike back.

Mark Haigh-Hutchinson is the Project Leader on *Rogue Squadron*, which was a role he shared on *Shadows Of The Empire*. He has been involved in the games industry professionally for 14 years, and has contributed to over 33 games. 64 MAGAZINE'S Stuart Wynne spoke to him about the new game, as well as some of his old ones...

**64** *Shadows Of The Empire* was one of the very first N64 games to be written. How much more advanced is your understanding of the machine now, and what will that mean in terms of graphic performance and so on for *Rogue Squadron vs Shadows*?

**MARK HAIGH-HUTCHINSON:** Obviously we learnt a great deal about the N64 in developing *Shadows*, although for the most part this is a new team and *Rogue Squadron* is their first experiences of working on the machine. However, we have been able to push the graphical performance significantly compared to *Shadows*, such that we can display very detailed and realistic landscapes at a much smoother



TATOOINE IS ONE OF THE MANY PLANETS VISITED. KEEP AN EYE OPEN FOR SANDCRAWLERS, BARLACC PITS AND BARTHAS!



A Y-WING ROARS DOWN A DESERT CANYON. THERE ARE FIVE CRAFT TO CHOOSE FROM, AND POSSIBLY SOME SECRET VEHICLES AS WELL.

frame rate. Additionally we are able to include dramatic real-time lighting effects, shadows of objects conforming to the landscape, interactive musical themes and surround-sound encoded sound FX, and so on.

**64** *Shadows* had a very ambitious, multi-game concept. How will *Rogue* compare? You've talked about *Rogue* being more ambitious in some ways, can you give examples?

THE TRADITIONAL TRANSPORT OF FLEPPY-MAINED BARK NOT LIKE SLYWALKER SKINS THE SURFACE OF THE JADE MOON.



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## Star Wars: Episode 1

WITH SECURITY CLAMPED TIGHTER than a trout's back passage, the new Star Wars film is not quite complete — well, apart from a year's worth of post-production. Little things like special effects, stuff like that. But what's it all about?

The official Lucasfilm Star Wars website ([www.starwars.com](http://www.starwars.com)) is remarkably uninformative. Liam Neeson tops the cast list as "A Venerable Jedi Knight" — his friends probably just call him "Yoda" — and Natalie Portman is, equally helpfully, "A Young Queen". Details of the plot or shots of the effects? Forget it. Lucasfilm won't even say what the film's full title is yet! If not even the mighty Ain't It Cool News ([www.aint-it-cool-news.com](http://www.aint-it-cool-news.com)) can find out, it looks like we'll have to wait for the first trailer to appear in November. Arse!

So, what does anyone know? Ewan McGregor is the young Obi-Wan Kenobi, Yoda returns, part of the film takes place on Coruscant, capital of the Republic (the place at the end of *Jedi: Special Edition* where everyone went "Where's that, then?"), R2-D2 will show up, and Samuel L Jackson presumably won't be discussing wampaburgers. Oh, and Brian Blessed's in it as well. "Goooodon's aliiiiiiiiive!"

Star Wars: Episode 1 should be — hell, is — the most eagerly-anticipated film of all time. Everyone in the office (Star Wars bores to a man) hopes it lives up to expectations...

## Rogue Squadron provides an easy to con game combined with miss

MHH: *Rogue Squadron* is ambitious in different ways to *Shadows*. As you correctly point out, *Rogue Squadron* is more focused than *Shadows*.

However, we are striving to provide the same visceral excitement as the Battle of Hoth from *Shadows* but over large, varied, realistic worlds — with complete freedom of motion for the player. Additionally, we are using many more effects on *Rogue Squadron* such as real-time dynamic lighting, interactive musical themes varying according to the state of the game, more detailed ships, surround sound for sound FX, realistic shadows, and so on.

**64** Are Factor 5 purely doing the music? Can you explain how they became involved?

MHH: LucasArts has worked with Factor 5 on a number of previous titles (for example, *Bolt Blazer Champions* for the PlayStation) and has a good working relationship with them. *Rogue Squadron* seemed to be a perfect match for the two companies,

with Factor 5's strong console background combined with LucasArts' artistic and game experience. Factor 5 is supplying most (but not all) of the programming and tools, some of the programming and tools, some of the artwork, and all of the music and sound FX. LucasArts has provided the game design, artists, level designers, some programming and tools as well as quality assurance. In addition, LucasArts has also provided voice and sound FX data.

**64** How will *Rogue Squadron* compare to the *X-Wing* VS *TIE Fighter* series on the PC?

MHH: *Rogue Squadron* is really a very different kind of game than *X-Wing* VS *TIE Fighter*. Those games are flight simulators, whereas *Rogue Squadron* is very much a mission-based arcade action experience. The intention is that *Rogue Squadron* provides an easy to control, immersive flight action game combined with mission-based objectives.

**64** How will the balance be set between flight sim and arcade? Will loop-the-loops be possible? How constrained will movement be in the game?

MHH: The player has complete freedom of motion within the game, subject to the size of the world. These worlds are far bigger than the first level of *Shadows*, for example. If the craft allows it (since each has its own characteristics) the player can easily perform barrel rolls, loop-the-loops, and any other acrobatic feat they care to try. Initially each mission has an assigned craft with which the level is played, but as the player progresses through the game they are able to unlock new ships which can then be used to replay earlier missions for a completely new experience. The player is provided with a variety of different camera

perspectives from which to view the game, including inside a 3-D cockpit, external to the craft, drop cameras, and more.

**64** There's been talk of interaction with wingmen. How involved will this be?

MHH: The full extent of the interaction has not been decided at this point.

**64** How many people are there in the project? Can you give any background on them?

MHH: Although the team size fluctuates, there are currently about 28 people working on the game. The team includes a wide variety of very talented people, some of whom have lengthy careers in the games industry. Factor 5, for example, has been programming games for about ten years.

**64** When did project development on *Rogue Squadron* start? How long do you expect it to continue?

MHH: Development has been progressing since the Spring of 1997 and the game will ship before Christmas of 1998.

**64** Shigeru Miyamoto [creator of Mario and Nintendo's top game designer] reputedly had some involvement with *Shadows*. Has he had any input with *Rogue Squadron*?



THE OFFICIAL STAR WARS WEBSITE. FULL OF DETAIL, TROUBLE NONE OF IT ABOUT THE THINGS ENQUIRING MINDS WANT TO KNOW!

THESE ARE SHOTS FROM A DEVELOPMENT SYSTEM, NOT AN HQ — BUT THE FINAL VISUALS STILL LOOK PRETTY DAMN GOOD!

















# BANJO-KAZOOIE

## Memory Options

MEMORY: THREE SAVE SLOTS  
CONTROLLER PAK: N/A

## \$64,000 Question

- FABULOUS VISUALS
- ATMOSPHERIC SOUND
- MUSIC CHANGES TO MATCH THE MOOD
- CLEVER CONTROL SYSTEM
- INTELLIGENT CAMERA
- PLENTY OF SECRETS
- YOU'RE GOING TO PLAY IT TO DEATH AS SOON AS YOU BUY IT!

## Duellin' Banjo

WHO NEEDS FMV? *Banjo-Kazooie*'s LENGTHY OPENING SEQUENCE SHOWS JUST HOW THE BEAR AND THE BIRD GET THEMSELVES INTO THIS MESS AS THE EVIL GRUNTILDA GETS INTO A STROP AND KIDNAPS TOOTY!



*Banjo-Kazooie* is

Ninjo

Publisher:  
Developer:Nintendo  
RareGame Type:  
Origin:3-D platform  
UKRelease Date:  
Price:31 July  
£49.99

# ooie

Paddington, you're **HISTORY**. Get the **HELL** out of here, **Yogi**. There's a new **BEAR** in town!



**JAPAN'S BEEN HAVING A HARD** time of late. Financial crises, massive foreign debts, bankers topping themselves, the works. As if all that were not enough, now there's a new casualty. Mario's been made redundant.

Yes, I'm afraid it's true. The portly plumber has munched his last magic mushroom. P45 in hand, he's off down the Job Centre to sign for his Giro and, if he's lucky, get himself a part in *The Fuller Monty*. No more chaste flirting with the Princess, no more rowdy nights on the town with Luigi and Yoshi. Just daytime TV, boil-in-the-bag and endless scouring of the 'Sits Vac' bit of the local free rag.

Who has done this? Which heartless swines have kicked Nintendo's mascot out on his ear? Here's a hint – they're British, they wrote the best game on the N64, and they're called Rare. Damn, that last one was a bit of a giveaway...

## BEAR NECESSITIES

When *Banjo-Kazooie* first appeared in public at the 1997 E3 show, reactions were positive but also tinged with cynicism – didn't it look an awful lot like *Mario 64* with better visuals? Rare obviously disagreed; when your editor rang up Rare a couple of months prior to the 1998 E3 show to ask about Banjo, he was immediately greeted with the reply, "Oh yeah, you're the



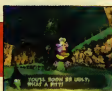
WOOHOO! Or "GAWUR!" IF YOU PREFER. BANJO'S FOUND A PUZZLE PIECE – ONLY ANOTHER 99 TO GO...



GET AN IDEA OF THE SCALE OF BANJO-KAZOOIE WITH THIS SERIAL SHOT OF TREASURE TROVE COVE. YOU CAN SEE MY HOUSE FROM HERE!



brilliant, plain and simple



## Bust A Move

AT THE START OF THE GAME, BANJO AND KAZOOIE ARE FAIRLY HOPELESS CANDIDATES FOR RESCUE WORK, ONLY ABLE TO MANAGE A SMALL JUMP BETWEEN THEM. BUT WITH THE HELP OF BOTTLES OF THE MOLE, THEY QUICKLY TURN INTO A LASER-SPITTING 500 FOOT DEATH MECH! NOT REALLY. BUT THEY CAN MANAGE THIS LITTLE LOT...

### CLAW SWIPE

"HE'S COMING STRAIGHT FOR US!" WHEN STATIONARY OR MOVING SLOWLY, BANJO CAN LASH OUT WITH HIS HAM-SIZED FISTS.



### FEARSOME FORWARD ROLL

IF BANJO'S GOT A BIT MORE SPEED, HE PERFORMS THIS STYLISH OF FE CLASSES EVERYWHERE. IT'S GOTTA HURT KAZOOIE, THOUGH...



### CLIMB

TREES, PIPES, MASTS, WHATEVER - IF IT'S TALL AND THIN, BANJO CAN CLIMB UP IT. FNARR FNARR.



### RAT-A-TAT RAP

NOTHING TO DO WITH GODAWFUL MUSIC, THIS IS KAZOOIE'S FIRST ATTACK - SHE POPS OUT OF HER BACKPACK AND PECKS THINGS TO DEATH.



### MIGHTY FLIFLAP JUMP

HANDY FOR CLIMBING ONTO TALL LEDGES, THIS IS A WING-ASSISTED BACKWARDS SOMERSAULT.



### BEAK BARGE ATTACK

A COMBINATION OF BANJO'S BULK AND KAZOOIE'S BEAK, IT'S MOST USEFUL FOR SMASHING DOORS OPEN.



### EGG ATTACK (FORWARD)

KAZOOIE CAN SPIT A RAPID-FIRE BARRAGE OF EGGS FROM HER MOUTH. NOT SURE ABOUT THE BIOLOGY HERE...



### EGG ATTACK (BACK)

MUCH MORE REALISTIC! WITH AN AMUSING FARTING NOISE, KAZOOIE SPURTS EGGS FROM HER ASS LIKE YOLKED MINES.



### BEAK BUSTER

BANJO-KAZOOIE'S VERSION OF THE TRADITIONAL PLATFORM BOTTOM BOUNCE, KAZOOIE SLAMMING FACE-FIRST INTO THE GROUND.



### WONDERWING

"AND AFTER AAAAAH... YOU'RE MY WONDER... WING?" USE THE GOLDEN FEATHERS TO MAKE YOURSELF INVEINCIBLE.



### TALON TROT

ONE OF THE MOST USEFUL MOVES - KAZOOIE HOISTS BANJO ON HER BACK AND USES HER SHARP CLAWS TO CLIMB STEEP SLOPES.



### SHOCK JUMP SPRING

KAZOOIE CAN MAKE MASSIVE LEAPS INTO THE AIR IF SHE RUMPS FROM ONE OF THE GREEN DISCS IN SEVERAL OF THE WORLDS.



### FLY

BEING A BIRD, YOU'D EXPECT KAZOOIE TO FLY. BUT SHE'S GOT TO LEARN HOW! ONCE SHE DOES, SHE'S A NATURAL ACE.



### DIVE BOMB

HASSLED BY ANNOYING SNOWMEN? NO PROBLEM! - WHILE IN THE AIR, KAZOOIE CAN PERFORM A DEVASTATING DIVING ATTACK.



### WADERS

TO GET SAFELY THROUGH SCALDING SAND, POISONED WATER OR PIRANHA-INFESTED POOLS, KAZOOIE CAN DON THIS PROTECTIVE FOOTWEAR.



### RUNNING SHOES

WHEN A BUREST OF EXTRA SPEED IS NEEDED, KAZOOIE CAN WHIP ON A PAIR OF NIKES.



PUT THE PUZZLE PIECES IN THE PICTURE TO OPEN UP NEW WORLDS. EVERY TIME A MARIO PLAYER TRIES TO JUMP THROUGH THE PICTURE, THE PROGRAMMERS LAUGH CREEPLY.

one who said that *Banjo-Kazooie* was just a Mario clone." Memories like elephants, damn them.

One thing you're not going to see in this review is any wholesale word-eating. The inescapable fact is that *Banjo-Kazooie* (along with dozens of other games) owns an enormous debt to *Mario 64* for its creation of a new game style, and any game that takes a similar approach - a 3-D world with platforms and puzzles - is going to be compared to the N64's debut title. What sets *Banjo-Kazooie* apart from the Crocs, Gexes and *Bombeman Heroes* of this world is that *Banjo-Kazooie* takes everything

that made the Shigeru Miyamoto game work so well in the first place - and then does them all better.

There's a certain irony in that - after all, it wasn't all that long ago that Japanese companies had the reputation for taking an existing product, fixing the bugs and improving on the original so much that the new product became the definitive item. Now, it's happened the other way around. After playing *Banjo-Kazooie*, going back to *Mario* is like trading down from a Bentley to a Fiesta Popular Plus. They both do the same job, it's just that one of them is so much more refined.

## Often looks more realistic



COLLECT THE CRYSTAL SKULLS FROM THE VARIOUS WORLDS AND MUMBO THE WITCH DOCTOR CAN TURN YOU INTO OTHER ANIMALS. OR EVEN A PUMPKIN!





**MAD MONSTER MANSON IS WITHOUT A DOUBT THE COOLEST WORLD IN THE GAME — BANJO AND A JINJO HAVE A GRANDSTAND VIEW.**



**RAFI CAN EVER MAKE A HEART DRUM FULL OF GARBAGE LOOK COOL. MAYBE THEY COULD DO SOMETHING WITH BIRMINGHAM'S BULLRING.**



## Gettin' Jiggy Wid It

MR JIGGY IS HIS NAME, BEING BROKEN INTO TINY PIECES AND SCATTERED TO THE FOUR WINDS IS HIS GAME. THE PUZZLE PIECES ARE VITAL TO YOUR QUEST, AS THEY LET YOU OPEN UP NEW WORLDS TO EXPLORE. SOME OF THEM ARE EASY TO FIND — OTHERS AREN'T!



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## BK FLAMER

*Banjo-Kazooie* has a plot, of sorts — it's hardly Tom Clancey, but it's still more than Mario's 'rescue the Princess' postage stamp job. Evil witch Gruntilda has kidnapped young Tooty the bear, intending to do a remake of *The Fly* by stealing Tooty's beauty (en route) and lumping the unlucky ursine with all her general

Kazooie move away from 'Mario with better graphics' to 'Mario beater'. The first time you play the game, you have no choice but to explore a small grassy area patrolled by Bottles the mole, who gives you the basic moves you need. When you first enter the

world. The first time around, it took over nine hours of play before Banjo and Kazooie were fully kitted out with all their moves. Oddly enough, by the time the twosome are fully toolled up, it's Kazooie who proves the more capable of the duo. Maybe the game should have been called

*Kazooie-Banjo*. On second thoughts, perhaps not. That's a stupid name.



**PRESS C UP TO LOOK AT THE WORLD THROUGH BANJO'S EYES. EVEN THE SMALLEST CREATURES, LIKE THIS JINJO, LOOK GREAT CLOSE UP.**

## than some 'believable' games

mankiness in return. When you lose the game, you actually get to see this transformation take place — y'know, green skin and fangs aside, the new-look Gruntilda ain't at all bad for someone who isn't even real.

Naturally in true heroic style, Banjo the rednecked bear, is definitely not going to take the snatching of his sister lying down (there's doubtless a dodgy joke about the 'closeness' of redneck families in there somewhere, but we'll save that for another day), so he courageously leaps to the rescue. Along for the ride is Kazooie, a sarcastic bird of some description (a 'bregull', whatever the hell that is) who normally lives in Banjo's rucksack but can pop out whenever she's needed.

This combination of two characters in one is part of what helps *Banjo-*

game proper, Banjo has a couple of attacks and a high jump, but little else. However, the further you go, the more moves the pair acquire. Each time you find a molehill, Bottles pops up to teach Banjo or Kazooie a new move — which, as luck would have it, is needed to progress further within that

## WORLDS IN MOTION

Like *Mario* before it — that comparison is going to keep coming up, so get used to it and stop complaining — *Banjo-Kazooie* is divided up into themed 'worlds', a kind of Disneyland without the queues and the small and sticky piles of sawdust. Entrance to

these worlds is won by finding the 100 jigsaw puzzle pieces hidden throughout the game and using them to complete the various pictures hanging on the walls of Gruntilda's lair. Mario fans who try jumping into the pictures will be disappointed, since the actual entrances can be quite a long way from the puzzles that open them.

## Call Me Snake

A PUZZLE PIECE IS SUSPENDED WAY OUT OF REACH INSIDE A PYRAMID IN GOBI'S VALLEY. TO REACH IT, YOU NEED TO PLY THE SNAKE CHARMER (GOOD THING HE LIKES EGGS), THEN WAIT FOR HIM TO DO HIS STUFF!



# MUMBO'S MOUNTAIN

THE FIRST WORLD YOU ENTER IS MUMBO'S MOUNTAIN. BEING COOL AND STUFF, WE'VE DECIDED TO SHOW YOU EVERYTHING!

## Bottles Says...

1

"Talk to me here and you'll gain the Talon Trot move. This lets you climb onto the stone circle to collect the notes and the Jinjo, and more importantly you can now climb steep slopes. This way, you can collect all the notes on the hills, and when you exit the level you can now reach the next world!"



## SOMEONE GOT LAID HERE

Hiding under a stone slab are several eggs – you can never have too many!

## GORILLAGRAM!

Once you've learned how to fire the eggs, stand on the platform across from Conga's tree and blast him with eggs! Make sure you don't get hit by his oranges, and after he takes a few hits he'll surrender and give you the puzzle piece.



## ORANGE CRUSH

Conga the gorilla doesn't like intruders, and bombards them with oranges. However, you can use this to your advantage – stand on each of the orange squares in turn, then run away just before an orange hits you. When Conga hits all three boxes, he'll accidentally unlock a puzzle piece.



## WITCH SWITCH

Jump on this Gruntilda switch and a puzzle piece will appear in her lair for you to collect. Each world has one switch hidden within.



## CALL RENTOKILL!

Giant termites patrol the area around their mound, demanding access to Banjo's shorts (we're not kidding). They succumb to a couple of punches, or a swift forward roll.



## TOP OF THE WORLD, MA

The only way to reach the top of the termite mound is to get Mumbo to turn you into a termite! Once you've made your way up the spiralling platforms inside, you emerge to find an extra life and a puzzle piece at the summit.



## ORANGES ARE NOT THE ONLY FRUIT

Climb Conga's tree, bag the orange and take it to Chimpy the cheeky monkey. In gratitude, he'll raise a tree stump, allowing you to reach the ledge above, and also give you a puzzle piece.



## GO TO WORK ON AN EGG

There is a stash of eggs on this ledge – once you talk to Bottles, you'll be able to put them to destructive use!



## COMB OVER

Each world has two honeycomb pieces inside – for every six you collect, you get an extra segment on your energy bar.

One is above the Juju in Mumbo's village, and the second is in a small cave in a cliff above the lake – either jump over the fence and slide down, or change into the termite and scurry across the slope.



## OVER 'ERE SON, IN ME 'EAD

Mumbo's home (well, homes – he's got several dotted around the place) is this big orange skull. Once you've collected enough skulls – five in this case – Mumbo can work his magic and turn you into something else! Make sure you collect the notes inside the skull as well.



## HIT THE HUT

Mumbo's village has six wooden huts. Once you've spoken to Bottles and picked up the Beak Buster move, you can demolish them and plunder their contents! The first hut you wreck contains five notes, the second five eggs, the third an enemy (switch out!) the fourth the green Jinjo, the fifth an extra life and the last the all-important puzzle piece.



## THAT JUJU THAT YOU DO

This pile of stones is the Juju – fire an egg into the mouth of each block in turn to make it disappear. When all the blocks have gone, a puzzle piece will appear.



## Bottles Says...

3

"Watch! Gab with me in Mumbo's village and I'll show Kazooie the Beak Buster move, which lets you power-slam into the ground to break open objects, activate switches – and kill enemies!"

## HIVES OF ACTIVITY

If you're short of energy, you can smash open one of the two beehives on this level and regain three units of energy. Later in the game, the bees in the hives take exception to this and chase after you!



## JINJOISM

There are five Jinjos in each world – when you find the last one, he/she/it rewards you with a puzzle piece, four are visible on the map, and the fifth is trapped inside a hut in Mumbo's village.



## PURPLE PAIN

Strange purple goons wander around near the start, charging at Banjo if they see him. Just move them down for a useful source of energy if you need it.



## GIVE ME SOME SKULL

Mumbo's Mountain contains five of Mumbo's crystal skulls, which he needs to perform his magic. Four are out in the open, and the fifth is inside the termite mound.



## A LOAD OF BULL

This furious Brahma bull can't be killed – the best you can do is to stun him. It's safest to give him a very wide berth!



## Bottles Says...

2

"Have a chat with me after nicking Conga's orange and you can learn the mysteries of the egg – I'll show Kazooie how to fire them from her mouth and, er, fart them from her bum. This way, you can knock Conga down and get another puzzle piece, and also feed the Juju!"

## WELCOME!

This teleporter is the entrance to the level – to leave, just step on it again.





Initially, only one world – Mumbo's Mountain – can be explored, the single jigsaw piece needed to open it handily being in the same area as the picture. Everything else is tantalisingly out of reach, up a steep path that the lumbering Banjo isn't able to climb.

Mumbo's Mountain is a kind of microcosm of the game as a whole, offering players the chance to hone their skills and get to grips with the kind of obstacles that crop up throughout Banjo and Kazooie's quest. There's a small lake to practice swimming in, platforms to leap from, puzzles to solve and enemies to smash to pieces.

Also popping up for the first time is Mumbo the witch doctor, quite an important character in the game since he can turn Banjo and Kazooie into other animals (or indeed objects!) with abilities that let them reach otherwise inaccessible parts of the



JUMPING ON THIS SWITCH OPENS A DOOR BELOW – BUT YOU ONLY HAVE TEN SECONDS TO MAKE IT INSIDE.

level. On Mumbo's Mountain, the pair are transformed into a termite, which can cling to the perilously steep surfaces inside a huge termite mound near Mumbo's hut. While the ultimate reward here seems to be just a puzzle piece and an extra life, don't be so sure – Mumbo's magic extends further than just his mountain...

Each world holds ten puzzle pieces, 100 musical notes (which when collected in sufficient quantities let you open sealed areas) and varying numbers of eggs (for shooting), red and gold feathers (for flying and invincibility), honeycombs (for energy) and Mumbo's magical crystal skulls. There are also five jinjos in each world, that are little multicoloured creatures with long noses who award you a puzzle piece when you've got the entire polychromal set.

## MR NOSEBONK

Collecting the puzzle pieces isn't as simple as it sounds. Although some are visible from the off, the only brain-teaser being exactly how to reach them, most of them are hidden and require you either to



A CONVERSATION BETWEEN A CAMEL AND A PALM TREE – IT COULD ONLY HAPPEN IN A NINTENDO GAME. OR A DAVID LYNE FILM.

solve a puzzle or complete some task to make them appear.

The further you go into the game, the more demanding the puzzles, which stands to reason really. It'd be rather pointless to have things get easier the nearer the end you were. Like *Mortal Kombat Mythologies*, for instance. Early puzzles include spelling out the name 'Banjo-Kazooie' on a tiled floor (after first figuring out how to drain the room of water) which is straightforward enough, but later ones involve tapping out a tune on a giant church organ and making life comfortable for a huge mechanical shark!

For those who prefer action to thinking, Banjo-Kazooie doesn't skimp in this respect either. As well as dealing with the small-fry enemies infesting each world, who can be clawed, rolled or pecked into oblivion, there are larger bad guys who have to be nailed in their own individual ways.

Nipper the giant crab, a resident of Treasure Trove Cove, seems at first to be invulnerable, responding to Kazooie's insults with swipes from his massive pincers. Eggs don't harm him and his crustaceous body is impervious to anything Banjo has to offer, so how is he defeated? There's probably some smart way to do it

## The most stunning environ

## Come Fly With Me

RARE TRAVEL INC INVITES YOU TO EXPLORE THE WORLD OF BANJO-KAZOOIE! WE HAVE NINE THEMED WORLDS THAT CATER FOR THE TASTES OF ALL VISITORS, AND HOPE WE CAN SEE YOU IN ONE OF THEM SOON!

NB: TRAVEL INSURANCE IS HIGHLY RECOMMENDED.

WORLD ONE:



## Mumbo's Mountain

WHEN VISITING SCENIC MUMBO'S Mountain, be sure to drop by the rustic native village. Wanton vandalism may not be appreciated by the locals, so be prepared to defend yourself. Citrophobes should be advised that there is a danger of heavy falls of oranges in the south-west. There is also a major termite problem in certain regions, so be sure to bring plenty of bug spray.



TO REACH MAD MONSTER MANSION, BANJO AND KAZOOIE HAVE TO NEGOTIATE THIS TWISTING LEDGE OVER A POOL OF BUBBLING LAVA. ONE SLIP AND KAZOOIE WILL BE THE MAIN COURSE DOWN AT KFC!

involving precision timing and darting between his claws to chin him, but the easiest approach is to wait until you've got Kazooie's 'wonderwings' ability later in the game, then come back and deck him while you're invincible. The brute force approach – works every time!



THE JUJU IS MUMBO'S TOTEM POOL. FEEL IT WITH EGGS TO CUT IT DOWN TO SIZE AND GET A PUZZLE PIECE.

# Banjo-Kazooie



THIS BULL ON MUMBO'S MOUNTAIN CAN'T BE KILLED, JUST STUNNED - STAY OUT OF HIS WAY!

Other fun sections include a toboggan race against an overweight single parent bear, some *Pilotwings*-style precision flying through a series of Egyptian statues and a truly bizarre subgame where you have to help a set of Christmas tree lights get to their piny destination without being eaten by glass-chewing green heads that pop up from the floor! All of these events take place within the game worlds, so it's possible for smart players to check out the lie of the land in advance before committing themselves to a contest.

## OH WHAT AN ATMOSPHERE

Of course, all of this kind of thing has been seen before, in *Super Mario 64*, which offered a similar "worlds within worlds" approach, and in fact had more levels squeezed into a cartridge half the size of *Banjo-Kazooie*'s. However, you only have to take one look to see what Rare have done with



GORON'S VALLEY IS ONE OF BANJO-KAZOOIE'S LESS VISUALLY IMPRESSIVE WORLDS - BUT THERE'S ONLY SO MUCH YOU CAN DO WITH SAND!

(there's barely a square inch of *Banjo-Kazooie* that doesn't have some well-designed texture slapped on it), the further you go into the game, the better it looks. Clanker's Cavern is a masterpiece of atmosphere, a polluted cylinder of rusty metal and garbage that somehow never looks quite as gross as you'd imagine. Its centerpiece is Clanker himself, a mammoth mechanical shark who despite being very nearly as long as the entire level is gorgeously animated. His tail slowly wags from side to side (letting you climb up it



## WORLD TWO:



Treasure Trove Cove

**FACTOR 50 SUNTAN LOTION IS recommended** - this scenic island is in constant sunshine. Those who wish to visit the lighthouse should be prepared for a lengthy flight, and are also advised that it is a notorious haunt for crustaceous muggers. Buried treasure is rumoured to be hidden on the island - "X" marks the spot, according to legend. The grounded pirate galley features not one, but two indoor pools - using these is much safer than swimming in the sea, where there is a risk of shark attacks.

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## WORLD THREE:



Clanker's Cavern

FOR THOSE WHO PREFER TO ROUGH it during their holidays, we heartily recommend Clanker's Cavern. The stench of rotting garbage permeates the air, and even the water is polluted. Local wildlife is generally mutated or mechanical. Should you wish to engage in the sport of endurance diving this is the place to go, though there is a lack of proper scuba gear and you may need to find alternative sources of air. Be warned that holes in walls may be home to all manner of creatures with sharp teeth, so be careful.

## ments ever seen on the N64

all the extra ROM space - they've used it to create some of the most stunning-looking environments ever seen on the N64, and indeed on any machine to date.

While early levels like Mumbo's Mountain could be accused of looking like *Mario 64* with better detail



BEFORE YOU KILL THE LAST STONE, HOWEVER, MAKE SURE YOU CLIMB ONTO IT TO REACH THIS HONEYCOMB PIECE.



FREEZEZEY PEAN IS FLAGGED BY EVIL SNOWMEN WHO HURL PAINFUL SNOWBALLS AT YOU. FLYING IS THE BEST WAY TO AVOID THEM - AND THE FREEZING COLD WATER!

## WORLD FOUR:



*Bubblegloop Swamp*

**THE WATERS OF THE SWAMP ARE** full of snapping piranha fish, so pick your path carefully and try not to fall in. Wading boots are provided for your comfort, but they are in heavy demand, so you may not be able to keep them for as long as you'd like. Be sure to visit the amazing treetop village, a feat of low-tech engineering that is full of surprises. The local fauna is generally hostile—you can recognise dangerous amphibians from their brightly coloured striped markings.

## WORLD FIVE:



*Freezeezy Peak*

**WRAP UP WARM AND YOU'LL BE** able to experience the full range of exciting winter events offered at this exclusive resort. Sledging is a popular choice, while the festively inclined may wish to participate in the annual decorating of the Christmas tree. Frequent snowball fights may hamper your enjoyment of the peak, but taking a firm line with the miscreants will limit the problem. The 300 foot tall snowman is the peak's centrepiece—why not take the time to explore it?

and jump to other areas), his gills open and close, his fins send him bobbing ponderously up and down in the oil-slicked water—even his eyes track Banjo around the level.

The worlds themselves might not seem original if they're boiled down to one-liner descriptions—'the snow level', 'the Egyptian level', 'the haunted house level'—since *Mario 64* also had these staples of platform gaming. What sets them apart from anything you've ever seen before is the sheer amount of detail in them.

The fantastic Mad Monster Mansion ('the haunted house level', if you will) in particular looks good enough to stand as a game in its own right.

The entire look of the game is generally cartoony, which is pretty much what you'd expect of a title where one of the title characters lives in the other's rucksack, but backed up with an attention to detail that



**KAZOOIE'S ALMOST BERNARD MARINERESQUE LACK OF TACT RESULTS IN THE PAIR MAKING YET ANOTHER ENEMY, NIPPER THE CRAB.**

bizarrely often makes it look more realistic than some games that strive for a believable look. The only other N64 game that comes close to matching *Banjo-Kazooie's* glowing look of solidity is *Forsoken*, and while *Acclaim's* title has more impressive lighting effects, ultimately its hi-tech tunnels have a lot less variety.

## MUSICAL SPOOF

The music within the levels also varies, not just from world to world, but from section to section, smoothly segueing from one style to another as Banjo and Kazooie move around. An early case is in *Treasure Trove Cove*, where the music goes from jaunty Caribbean steel drums to a sea shanty as you get nearer to a pirate ship, but there are plenty of other examples.

As Banjo and Kazooie wander around Gruntilda's Lair, which is effectively a hub level that allows access to all the others, the standard music is a mutant version of *Teddy Bears' Picnic*, just far enough removed from the original to avoid any annoying legal problems. Approach the entrance of Gobi's Valley and the musicians start to walk like Egyptians; head across the graveyard to Mad Monster Mansion and you get a mournful organ rendition straight out of *Dracula's* castle. The character select screen of *Diddy Kong Rooling* played with the idea of changing the music to fit the moment, but *Banjo-Kazooie* grabs it, runs with it and plants it square on the touchline.



**THESE GOLDEN CROCODILE STATUES IN BUBBLEGLOOP SWAMP ARE HUNGRY—FEED THEM WITH EGGS AND THEY'LL LEAD YOU THROUGH THE LEVEL TO A PEEZLE PIECE.**

Sound effects are also well done. Even though Banjo and Kazooie's little yelps and squeaks do start to wear thin after a while, they never quite go so far as to become annoying. The 'speech' of the numerous characters is put across with appropriate burbling noises as the text of their conversations appears in bubbles on screen; Banjo has a gormless yokel drawl, Kazooie a dry parrotty squawk. Bottles the mole a muffled Kenny-style mumble and Gruntilda a demented cackle. Even bit-part players like feathers and glass tumbler (I kid you not) get their own distinctive little wibbles.

As well as the spot effects, there is also great use of atmospheric background noise. Clanker's Cavern echoes with rusty squeaks and rattles as the metal muncher shifts against his bonds. Bubblegloop Swamp has an underpinning of mysterious croaks and gurgles from unseen swamp

## After Banjo-Kazooie, playing Mario is li



**DA-DUM, DA-DUM, DUM DUM DUM DUM DUM DUM DUM... SHACKER THE SHARK BITES YER BUM IF YOU SPEND TOO LONG IN THE SEA.**

dwellers and, in a superb example of sonic subtlety, the higher you climb above *Treasure Trove Cove*, the quieter the music gets, until at the top of the island's lighthouse all you can hear is the wind blowing across the mountain. Sheer class.



**"PICTURE YOUR... WITH A VIEW TO A HILL..." FROM THE TOP OF THE TEMPLE MOUND, YOU CAN SEE THE BEST OF MUMBO'S MOUNTAIN.**





**BOGOY THE BEAR CHALLENGES BANJO AND KAZOOIE, IN THEIR WALKERS FORM, TO A SLEDGE RACE. OUTTA MY WAY, YOU'RE GET!**

## JUMP AROUND

in play, *Banjo-Kazooie* is very much of the *Mario 64* school, though tightened up a great deal. Making the most difference is the vastly better camera control. Even though the basic functions are the same – rotate around Banjo, zoom in, zoom out – it's a lot smarter, most of the time avoiding the irritating habits of 3-D cameras where they can't decide where to position themselves.

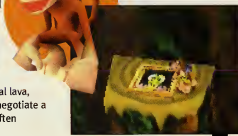
Annoyingly (and somehow inevitably), the few places where the camera really struggles to keep up with the action are the ones where you're at risk of losing a life if you make a wrong move. One particularly irksome section is in the depths of Clanker's Cavern, where air is scarce – a friendly fish provides bubbles for you, but because there's a huge block at the centre of the deep pool you're in the camera often gets stuck behind it, making it impossible for you to find the vital oxygen. Another takes place



**EXTRA LIVES CAN BE FOUND IN ALL THE WORLDS. THIS ONE IS GUARDED BY A DEMENTED ICE CUBE – AND THE SLOW WALKER CAN'T EVEN EGG IT TO PIECES!**

over a sea of instantly-lethal lava, where just as you start to negotiate a twisting path the camera often decides to throw an eppy.

These glitches aside, the camera does probably the best job to date in any 3-D platformer. Useful tricks include a 'look' mode where you get to see the world through Banjo's goofy eyes, which shows off the impressive amount of attention put into every object in the game, and by holding down the R button you get a kind of



**THERE IS A GEMINILDA SWITCH HIDDEN ON EVERY WORLD. JUMP ON THEM TO REVEAL WUZZLE PIECES SECRETED AROUND HER LAIR.**

*Tomb Raider* mode where the camera remains locked behind Banjo as he moves. This actually turns out to be more useful than the regular floating camera, making it easier to judge jumps, so most of the game will be spent with the shoulder button welded down.

Each of the levels has had a lot of time and effort spent to make them challenging without being overly frustrating. There's nothing more annoying in a platform game than having to make a series of precise jumps to reach a certain area,



**THIS RISKY CROCODILE LOOKS IN BUBBLELOOP SWAMP. WHEN YOU'VE BEEN TURNED INTO A CROC YOURSELF, YOU CAN CRAWL INSIDE HIS ROSE!**

## WORLD SIX:



### Gobi's Valley

VISITORS ARE ADVISED TO TAKE ALL the necessary precautions before entering the hostile environment of Gobi's Valley. The sand reaches scalding temperatures in places, and water is at a premium. The valley is full of ancient monuments, many of which still hold buried treasures for those brave and skilful enough to enter. Flying is the recommended means of travelling around the valley, but those who wish to get around in comfort can take advantage of the frequent Persian rug shuttle service.

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## WORLD SEVEN:



### Mad Monster Mansion

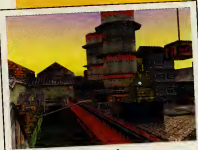
**NOT FOR THE FAINT HEARTED**, the mansion is a destination for the budget-conscious. Accommodation is dirty (toilet facilities are especially poor, though they are at least better than those in France) and subject to supernatural infestations, and the local residents are members of the living dead and thus dislike tourists. However, the mansion boasts a large maze with an extensive cellar of fine vintage wines, and the local church has regular organ recitals.

## ke trading down from a Bentley



**THIS RISKY CROCODILE LOOKS IN BUBBLELOOP SWAMP. WHEN YOU'VE BEEN TURNED INTO A CROC YOURSELF, YOU CAN CRAWL INSIDE HIS ROSE!**

## WORLD EIGHT:



### Rusty Bucket Bay

HELLO, SAILOR! THE DOCK AREA IS NOT really a tourist attraction, but economy travellers or shipspotters may wish to visit. Recent oil spills have left the water highly undesirable for swimmers, and local lifebelts do not meet current health and safety regulations. Despite the pollution, you may still see the occasional dolphin around the bay. Rusty Bucket Bay is a fully working port, so try to avoid interfering with the stevedores.

only to have one slight mistake force you back to the start. *Banjo-Kazooie* does have a few sections where careful jumps are needed, but the game is fairly forgiving of mistakes, and thankfully if you do screw up it never takes too long to get back into the game for a second try.

### CAPTAIN BK AND HIS BAND

*Banjo-Kazooie* is also quite a funny game, as in funny ha-ha. Much of it is Childrens ITV-level stuff, with lots of discussion of Gruntilda's underpants and personal hygiene, but the characters themselves are more appealing than anyone was expecting. Banjo's a bit of

a cipher, which is par for the course for a game hero (be honest, Mario has no real personality at all, does he? Yelling "Mama mia!" and going droopy-eyed when he's tired isn't going to get Robert De Niro interested in the role), but Kazooie is a star, insulting everyone she speaks to and complaining vocally whenever something looks as though it might inconvenience her. Selfish, rude, lazy and hedonistic – she could almost be a real person!

Even though the overall theme of the game is squarely aimed at kids, there's still the odd bit of good of British *Corny On*-style comedy for older (note that I didn't say "more mature") players. One scene has a dried-up palm tree complaining about the lack of water, prompting Kazooie

to enquire after the condition of his nuts, and there's also a talking toilet called Loggo who could have come straight from the pages of *Viz*.

It's this sort of humour that keeps *Banjo-Kazooie* from sinking into the kind of sanitised Disneyesque world occupied by Mario, where not only do bad things never happen, but bad thoughts are banned too. If Nintendo are Disney, which they would undoubtedly like to be, then Rare are Warner Bros – on the surface doing the same thing, but with just enough of an anarchic edge to keep them interesting. (Nobody mention *Space Jam*, or the analogu collapses...)

## THE SUMMING UP BIT

It's a pity we didn't wait until we'd seen *Banjo-Kazooie* before we carried out last issue's updating of the Nindex scores. If we had, *Mario 64* would have fared rather more, since in comparison to *Banjo-Kazooie* it looks like Stephenson's Rocket beside a Eurostar.

It just goes to show what a difference two years can make. *Mario 64* was the first game on the N64, and at the time people were absolutely frothing at the mouth to praise it as the greatest videogame ever written.

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NOW THAT IS ONE BIG-ASS SNOWMAN! IF YOU WANT A SENSE OF SCALE, BANJO IS ABOUT AS TALL AS THE PUPIL OF HIS EYE...



DAVID ATTERBOROUGH'S SIX-MONTH QUEST TO FILM THE RARE BANDED TREE FROG WAS ABOUT TO BE CRUELLY FOILED.

## Are You Yanking My Clank?

CLANKER IS GRUNTILDA'S WASTY DISPOSAL, A VAST MECHANICAL SHARK WHO CHEWS UP GARBAGE. HE'S NOT MAFY WITH HIS LOT, THOUGH – WHILE HE MIGHT LOOK FEARSOME, IF YOU CAN HELP HIM OUT HE'LL BE YOUR BEST MATE!



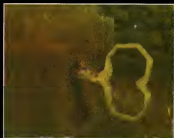
AS YOU SWIM INTO THE CENTRAL AREA OF CLANKER'S CAVERN, CLANKER GIVES YOU AN EXPLANATION OF HIS PLIGHT.



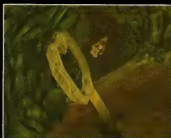
AND HERE'S THE SHARK HIMSELF! TRAPPED BENEATH SEWERAGE-FILTH WATER, YOU CAN UNDERSTAND HIS DISTRESS.



THERE'S THE PROBLEM – THE BIONIC BENEVENTO IS HELD FIRMLY IN PLACE BY A HUGE CHAIN.



SWIM DOWN INTO THE MURKY DEPTHS AND BANJO AND KAZOOIE FIND THIS ENORMOUS KEY IN THE CHAIN'S LOCK.



KEEP SWIMMING INTO THE KEY AND YOU'LL EVENTUALLY TURN IT – JUST MAKE SURE YOU REPLENISH YOUR AIR!



ONCE THE KEY IS TURNED, CLANKER RISES TO THE SURFACE FOR A MUCH-NEEDED BREATH OF FRESH AIR. ONE MORE PUZZLE PIECE FOR BANJO!

## WORLD NINE:



### Click Clock Wood

AS THE SONG BY CROWDED HOUSE

says, in Click Clock Wood you really can experience "four seasons in one day." Majestic redwood trees dominate the forest, but visit now before logging encroaches too much on the area's natural beauty. Watch out for the indigenous Newgatan Blue parrots – they may look attractive, but they have a nasty bite. Visitors should also take care not to prick themselves on the sharp brambles that are found all around. Local honey is delicious, and beanstalks are a seasonal crop.

# Banjo-Kazooie



THE INSIDE OF THE CHRISTMAS TREE IS INFESTED WITH INSECT VERMIN - JUST LIKE THE REAL THING!

Now, it looks positively barren and simplistic. Even though *Banjo-Kazooie* is the same type of game, it's a far more immersive experience, and it's not just because the graphics are better. *Mario's* stark, angular landscapes made it obvious that you were playing a game, but *Banjo-Kazooie* spares no effort to convince you that you're exploring an actual world. A strange fantasy world, to be sure, but it's got an internal logic that was sometimes missing from *Mario*.

With *Banjo-Kazooie* so good, it makes you wonder what Rare plan to do to make their other cutesy adventure, *Twelve Toes: Conker 64*, an improvement. Based on what was on show at E3 (see last issue), the style of play is very similar, but while *Banjo and Kazooie* overcame the preconceptions that were formed based on the character designs ("A redneck bear? The hell?"), *Conker* still looks disturbingly twee. And those eyes, those mad staring eyes...



CLANKER'S INTRIGUS PRESENT CHALLENGES OF THEIR OWN. SWIM AND JUMP THROUGH ALL THE HOOPS IN SEQUENCE (AGAINST THE CLOCK) TO GET YOUR REWARD.

Just how much long-term play *Banjo-Kazooie* will ultimately offer is debatable, if only because it's the sort of game that will be played intensively from the moment it's taken from the box until it's been cracked. Once all the puzzle pieces have been found, there's not much incentive to go through the game and find them all again unless you're trying to improve on your completion time. Much of the game's challenge comes from trying to work out where all the items are and how best to reach them, but once you know, it's possible to clear out a whole world in a matter of minutes. In the short term, once you've opened up

a few levels there are several points that offer infinite life loops - go into the level, take the shortest route to an extra life, leave the level, re-enter the level ad infinitum. Since death comes fairly infrequently anyway once *Banjo and Kazooie* have got their full set of moves, the most common cause of the game over sequence is the inconvenient human need for sleep.

That shouldn't deter you from buying the game. *Banjo-Kazooie* is brilliant, plain and simple, and another example of why Nintendo have become so dependant on Rare - the company produces games that are every bit as good as Nintendo's own, if not better. And there's no higher recommendation than that! **R**

## Flipping the Bird

GAME OVER, MAN, GAME OVER! WHEN BANJO AND KAZOOIE FAIL IN THEIR MISSION, THE CONSEQUENCES FOR POOR TOOTY ARE AS ASTEROUS. THE NEW-LOOK GRUNTLEDA, ON THE OTHER HAND, NOW LOOKS LIKE POSH SICH. SO IT'S NOT ALL BAD...



## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Super Mario 64*: Nintendo (£49.99)  
Reviewed: Issue 1, 92%  
*Mystical Ninja*: Konami (£59.99)  
Reviewed: Issue 13, 85%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

95%

### Soundbite:

EXCELLENT, EXCELLENT, EXCELLENT!  
*BANJO-KAZOOIE* IS THE GAME YOU ALWAYS PROMISED YOURSELF - SO BUY IT!

## 2nd opinion

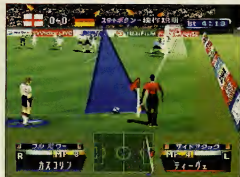
NEVER MIND 'EVERY BIT AS GOOD' AS NINTENDO'S OWN... I'D SAY RARE PRODUCES THEIR GAMES TO A HIGHER STANDARD! THIS GAME HAS BEEN A LONG TIME IN COMING (OR AT LEAST IT SEEMS LIKE IT) BUT IT WAS MORE THAN WORTH THE WAIT! THE GAME IS SO BIG THAT IT SHOULD KEEP YOU GOING FOR ABSOLUTELY AGES, AND THE LEARNING CURVE IS NICELY DESIGNED SO THAT PRACTICALLY ANYONE WILL BE ABLE TO PICK IT UP AND PLAY BUT IT WILL STILL PRESENT A CHALLENGE TO THOSE 'ACCOMPLISHED GAMERS' AMONG YOU. IF YOU ONLY BUY ONE GAME FOR THE N64 THIS YEAR, MAKE IT THIS ONE! ROY KIMBER

### Rating:





Written by Ryan Burt



ENGLAND PUSH FORWARDED FOR AN IR-SWINGING CORNER KICK. THE MEREST OF FLICKS COULD RESULT IN A WIGGLING NET.



WHAT A COLLECTOR'S ITEM!... A PAUL INCE GOAL, YEAN, YEAN, HE MAY BANG 'EM IN FOR HIS CLUB, BUT NOT FOR ENGLAND!



SHEARER CELEBRATES A MOMENTOUS STRIKE IN UNCHARACTERISTIC FASHION... VERY KLINSMANN!

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<b>Ninjo</b>		<b>64</b>		<b>Publisher:</b> Konami	<b>Konami</b>	<b>Game Type:</b> Football	<b>Football</b>	<b>Release Date:</b> Japan	<b>Out now</b>
				<b>Developer:</b> Konami	<b>Konami</b>	<b>Origin:</b> Japan	<b>Japan</b>	<b>Price:</b> \$59.99	<b>\$59.99</b>

The wait is **OVER** – the **BEST** football game **EVER** has spawned a **SEQUEL!**

# INTERNATIO SUPERSTAR

**64 SIZZLER**

**HOLY SCORCHIO!** What a complete summer this is, the World Cup finals in France, and a brand new football game from the makers of the best ever football game. What self-respecting crazed football nut could ask for more (except perhaps a couple of petrol bombs, a hefty beer intake and a severe lack of tickets for any England game)?

*ISS '98* (or in this case *Jikkoyu World Soccer: World Cup France '98*, but that's a bit of a mouthful!) follows on from the much-played original which still holds the record for the most popular game in the office. In fact, we've only just got bored rigid of the original *ISS 64* – but to be fair, that was after a year and a half of lunch-time grudge matches.

So the sequel couldn't have come at a better time, and the fact that this is the Japanese import version (which

was miles better than the PAL one the first time round) just adds to our joy.

The first notable aspect of *ISS '98* is the official World Cup licence slapped on it (it's only applies to the Japanese version, mind), meaning that you'll be able to savour all the thrills and spills of the 'Coup De Monde', albeit in Japanese.



THAT'S SUPPOSED TO BE ALAN SHEARER, IS IT? HOW COME ALL THE PLAYER PORTRAITS LOOK LIKE PAUL SCHOLES... EVEN THE BLACK PLAYERS? NOT DISRESPECT TO THE YOUNGESTER MIND.

**The best footb**

**Memory Options**



**MEMORY:** NONE  
**CONTROLLER PAK:** SAVE PLAYER EDITS, WORLD CUP STANDINGS AND OPTIONS.

**\$64,000 Question**

- BETTER GRAPHICS
- NEW ANIMATIONS
- NEW MOVES AND TRICKS
- WORLD CUP LICENCE
- IT'S ALL IN JAPANESE



ADMIT IT... YOU'D BE BLOODY IMPRESSED IF YOU CAPTURED THIS ON FILM!



THE ROMANIAN TURNS WITH SUCH FORCE THAT THE JERSEY-TUGGING BRIT IS YANKED CLEAN OFF HIS FEET!



A DELIGHTFUL THROUGH-BALL FINDS THE STRIKER IN YARDS OF SPACE. A GOAL IS SURELY INEVITABLE.



"Oh Kiko, you score a magnificent goal, no?" "Too bloody right mate!"



...WELL, WE CAN ALL DREAM CAN'T WE? OF COURSE, BY THE TIME YOU READ THIS, WE WOULD PROBABLY HAVE CRASHED OUT.

# NATIONAL SOCCER '98

## VINDALOO

Not wishing to beat about the bush, the World Cup tournament was our first port of call in this game, and it begins with you selecting one of any of the international sides and taking them through the qualifying stages for the finals. Unfortunately, the adjustment of time doesn't apply to

this option so you've got to play each and every game in day-draining five-minute halves instead of the nippier three-minute ones we prefer. So, playing as England, Japan, Romania and Norway were all savaged by convincing 13-0 scorelines. If only that happened for real!

Admittedly, the gameplay seems very similar to the original when playing for the first time, but skilled pros will soon uncover the intricacies of this sequel that make it stand out as being championship material.

For a start, a greater array of goals may be scored thanks to more moves and longer range shots that can both lob the goalie from a considerable distance and batter his crossbar from

a screaming 30-yard rocket, all with more aftertouch than ever before. The players also respond much better to loose ball situations – so if you shoot at goal and the ball ricochets off the goalie, first time strikes are possible without the annoying delay that plagued the first game. Stuff like scissor kicks, overheads and toe-pokes are also much easier to pull off depending on where the ball is in relation to the player. The same

all game ever!



MISSEABLE SPINNARD BOSS THE BALL FROM THE TRADITIONALLY LUCKY GERMAN PLAYER.



HERE WE SEE THE ALL-NEW FREE KICKS WITH AN EXTRA VIEW FOR PRECISION AND VARYING HEIGHT ADJUSTMENTS.



HE SHOOTS, THE GOALIE IS WELL-PLACED, BUT THE FACT THAT THIS IS A REPLAY MEANS HE SCORED!

## Slide! Thwak! Snap! Yelp!

LIKE WE SAID IN THE REVIEW, FOULS ARE A VERY NASTY BUSINESS IN ISS '98. TAKE THIS INSTANCE FOR EXAMPLE; THE ENGLISH LION FELS AN OPPONENT AND THEY COLLAPSE IN AGONY CLUTCHING A PARTICULARLY NASTY LEG INJURY. STILL, WHAT GOES AROUND COMES AROUND BECAUSE AN ENGLAND PLAYER GETS FELLED IN THE NEXT ROUND AND THE INJURY IS EVEN MORE SEVERE - AS YOU CAN SEE WHEN THE TRAINER HAS TO GET HIS MAGICAL SPRAY CAN OUT. FOOTBALL EH? VERY NASTY BUSINESS!

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YOUNG URI ALWAYS HAD OUTSTANDING BALL CONTROL. POWER OF THE MIND, Y'KNOW.



applies to headers, which can be controlled and directed much easier than before.

Pundits may also notice the enhanced speed of the game. This isn't just in the overall pace of the games (although they do seem more frantic) but in the dead-ball situations. The hair-pulling delays for substitutions have been completely eradicated and the set-piece plays are also nipper to get underway.



AN TEDDY! ANOTHER TOP-CLASS HEADER SINKS THE UNFORTUNATE OPPONENTS. PITY YOU'RE BEHEADED NOW INIT!

## THREE LIONS

The japs have really gone to town with the presentation as well. Whenever a foul is committed or a goal scored, a replay will instantaneously take place on-screen and then shrink into a jazzy box and slide off as the real action commences - very Sky Sports!

What about those magical touches of realism then? The sort of stuff you look at and think "Blimey, I've never seen that in a football game before!"

Well, sadly the dog on the pitch still isn't present, nor are the streakers and enraged fans, but there's plenty more to savour, believe us!



THE IMPOSSIBLE DREAM IS AT AN END. WHERE DO WE GO FROM HERE? WHAT ARE YOU GOING IN FOUR YEARS TIME?

For a start, if a player gets harshly booked by the ref, they will vent their frustration at the official and adopt the body language of a crotch nutter about to chin him, until that is, a team mate steps in to push you back. The injuries are also a pleasure to watch.

Although there are no David Buust-style bendy-shin compound fractures to be seen, if you take a player out maliciously, they will hit the deck in a

## A must for fo



OH ADAMS! GET BACK IN DEFENCE WHERE YOU BELONG AND STOP TRYING TO BE A GLORY BOY. STILL, BLOODY GOOD EFFORT MY SON. SHAME THE GOALIE HAD IT COVERED.



DAVID BECKHAM UNLEASHES A NEW KIND OF SUPER STRIKE FREE KICK. AS THE WALL JUMPS TO INTERCEPT, YOU HOOF IT UNDERNEATH AND INTO THE BOTTOM CORNER. POSH IS DELIGHTED!



# International Superstar Soccer '98



THE REPLAYS SHOW STRANGE COMET-LIKE TRAILS BEHIND THE BALL, MAKING THE FLIGHT MORE VISIBLE.

crumpled heap. You will then inevitably receive a booking and the physios will rush on and administer the magic spray on the felled player. If that doesn't work, the stretcher men will dash onto the scene and lug him off. Quite marvellous.

If you fiddle with the foreign-text options, there is much to be found. For a start you can adjust the camera perspective and play the game from an entirely different angle, and even alter the player attributes to transform dodgy strikers into Brazilian gods in the blink of an eye.

As this is the Japanese import copy, we are treated to the usual hyperactive tones of some over-enthusiastic commentator. The difference with this game though is that the ranting studio bod also shouts the names of the players (the real ones that is - "Shearer! Ronald! Batistuta!") and cheesy stuff like "nice combination". We love those crazy japs!

## otball fans!



CAPTAIN SHEARER, COMPLETE WITH ARMBAND, MUSCLES IN TO SCORE YET ANOTHER CRACKER. NO GOLDEN BOOT IN THIS WORLD CUP THOUGH.



IMPRESSIVE SCISSOR KICKS ARE POSSIBLE IF YOU GET INTO THE RIGHT POSITION AS THE BALL IS IN-COMING. THIS ONE WENT IN AS WELL!

## WORLD IN MOTION

There is very little we can fault this game on, practically naff-all in fact. However, the new height-adjustable free kicks take some mastering and can be very misleading. You see, whenever you get to kick the bladder from dead-ball situations, the arrow that showed the direction in the previous game has now been enhanced to give the player freedom to adjust the height. In most instances it works (goal kicks, corners) but for free kicks it is very hard to judge what height will sufficiently clear the wall... like we said, petty stuff really.

With so many new features and differences, we can expect ISS '98 to follow in the footsteps of its



GOALIE BLOKE GETS DOWN EARLY, BUT NOT EARLY ENOUGH TO STOP THIS SCREAMER, AS VIEWED HERE FROM THE NET-CAM.

predecessor and take the office lunch-times by storm. This is total football, this is exhilarating football, this is sexy football. The best football game ever, and one that completely mops the floor with EA's official World Cup '98 game. Hopefully, the PAL version should keep with the same high standard, and not be altered almost beyond recognition like it was before. A must for football fans!

ISS '98 WAS SUPPLIED BY DEPARTMENT 1, (0171) 916 8440.

## 2nd opinion

JUST WHEN YOU THINK THAT FOOTBALL GAMES CAN'T GET ANY BETTER, ALONG COMES SOMETHING LIKE ISS '98 (ORAKI, JIKKYU WORLD CUP SHOOTER '98) AND MOVES THE GOALPOSTS AGAIN. WORLD CUP '98 WAS GOOD, BUT THIS WINS THE MATCH WITHOUT EVEN NEEDING A PENALTY SHOOTOUT! STUNNING - LET'S HOPE THE PAL GAME IS UP TO SCRATCH. ANDY McDERMOTT

Rating:



64 THE BOTTOM LINE magazine

Controls



L: Select player R: Set piece  
B: Shoot A: Pass  
C Left: Through ball C Down: Run  
C Right: Chip C Right: One-two pass  
D-Pad: Not used Z: Aftertouch

## Alternatives

World Cup '98: EA Sports (£54.99)  
Reviewed: Issue 14, 93%  
ISS 64: Konami (£34.99)  
Reviewed: Issue 3, 93%

## Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

94%

### Soundbite:

THE SEXIEST FOOTBALL GAME AROUND BAR NONE!

41



Written by Roy Miller

Ninjo



Publisher:  
Developer:

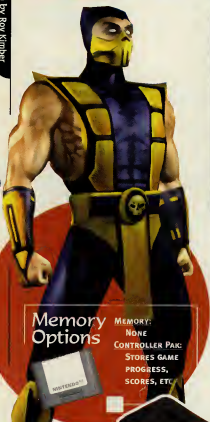
GT Interactive  
Eurocom

Game Type:  
Origin:

Beat-'em-up  
USA

Release Date: Out now (Import)  
Price: \$59.99

42



Memory Options

MEMORY:  
NONE  
CONTROLLER PAIR:  
STORES GAME  
PROGRESS,  
SCORES, ETC.

\$64,000  
Question

- FAST AND FURIOUS BEAT-'EM-UP ACTION
- HUNDREDS OF GORY SPECIAL MOVES
- EXTREMELY ADDICTIVE
- NICE 3-D CHARACTERS AND ARENAS
- NOT REALLY 3-D GAMEPLAY



HEH? A HANDY HINT: IT'S NOT A WISE MOVE TO LET GORO GET CLOSE ENOUGH TO GRAB YOU!



REPTILE'S HALLMARK SPIT HAS OF COURSE BEEN INCLUDED. IN FACT, ALL YOUR FAVORITE MOVES ARE THERE, ALONG WITH SOME NIFTY NEW ONES!

# MORTAL KO

Beat-'em-up fans REJOICE! The first truly DECENT N64 *Mortal Kombat* title is FINALLY here!

WHEN IT FIRST CAME OUT, *Mortal Kombat* was a revolutionary concept. It took the standard beat-'em-up format and added something totally new—over the top gore! Kids loved it, parents hated it. Some people even suggested that the violence in the game would encourage children to

copy these acts in the real world. And when we witness the first eight-year-old child perform a spinal rip on his playground chums, then we'll believe it. Until then though, let's all just calm down, pick up our joypads and enjoy the cartoon violence for exactly what it is, OTT schlock...

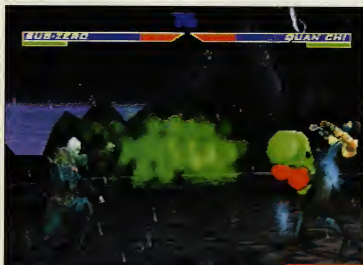
*Mortal Kombat 4* takes the outrageous violence a step further, with never, even more violent moves, and this isn't just the fatalities. You are offered a choice of 15 different characters, with an as yet undisclosed

number of hidden ones, including the mighty quadridextrous bald bloke Goro. The big thing about this game though, is that it's the first title in the *Mortal Kombat* series to feature 3-D.

## 3-D OR NOT 3-D...

Now, note that we said 'feature' 3-D, not 'be in' 3-D, and this is an important distinction. The characters in the game are now rendered in impressive three-dimensional solidity, and the arenas, instead of being flat, are also in three dimensions. However, the actual '3-D' aspect of the game is fairly limited. Most of the action still takes place in and is viewed on a 2-D plain, from the side.

This means that all the usual moves and techniques still apply, since



QUAN CHU'S ENERGY BLAST IS A BIT NASTY — HE FIRES A HUGE GREEN SKULL WHICH EATS INTO HIS OPPONENT!



NO MORTAL KOMBAT GAME WOULD BE COMPLETE WITHOUT OUR HOMICIDAL FOUR-ARMED FRIEND GORO.



AS YOU'D EXPECT FROM MORTAL KOMBAT, THERE ARE SOME PRETTY NIFTY ACRBATIC MOVES INCLUDED.

**Mortal Kombat 4 takes the outrage**



LOSE THE GAME AND IF YOU'VE ANY CREDITS LEFT YOU CAN CONTINUE. RUN OUT OF CREDITS THOUGH AND YOUR CHARACTER WILL COME TO A STICKY END!



WINNING THE GAME DOESN'T NECESSARILY GUARANTEE YOUR CHARACTER A HAPPY ENDING, AS REPTILE FINDS OUT HERE. A GLASS OF REPTILE SMOOTHIE ANYONE?

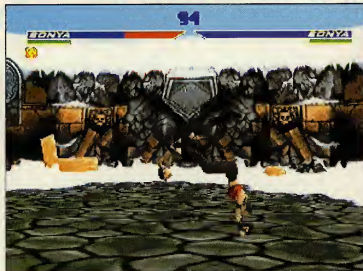
# MBAT 4

practically all the combat takes place in two dimensions. The 3-D movement in the game is achieved through the use of a sidestep move, similar to that used in *Fighter's Destiny* and *Bio Freaks*. With this, players can move into and out of the screen, then after a moment or so the camera will pan around so that they are once again on a 2-D plain. Other 3-D aspects occasionally crop up when certain moves are performed, or when finishing moves are accomplished. Do a throw, for example, and the camera will pan around behind or in front of the player for a better angle on it, and fatality moves are shown from a number of different angles, much like fight scenes in a Jackie Chan film.



AH, THE OLD 'HARPOON THROUGH THE CHEST' MOVE... THIS REALLY TAKES ME BACK TO THE HAPPIER TIMES, WHEN GAMES WERE REALLY GAMES...

The overall result is pretty effective. The camera angles and sidestep moves give a much more 3-D experience than previous *Mortal Kombat* games, with the camera changes taking place quickly and effectively, not disrupting the gameplay at all. The fact that the gameplay is 2-D most of the time, although it may disappoint those who were hoping for a totally new experience, actually makes it very easy to play. As you don't have to worry



HERE WE SEE SOME SONYA ON SONYA ACTION... EXCUSE ME, I THINK I NEED TO GO OFF SOMEWHERE AND HAVE A LIE DOWN FOR A WHILE.

## Kombat Kharacters!

AS WITH PREVIOUS *MORTAL KOMBAT* GAMES, YOU HAVE A WIDE RANGE OF COLOURFUL CHARACTERS TO CHOOSE FROM, AND SEVERAL HIDDEN ONES BESIDES. SO, WITHOUT FURTHER AD...



OUR TEEN HORMONANTS TAKE TIME OUT FOR A BIT OF RELEASING LEVITATIONAL EXERCISE.

about pointing your character in the right direction, your attention can go into working out and accomplishing the myriad of special moves.

## FASTER THAN A SPEEDING KOMET!

One of the most notable things about *Mortal Kombat 4* is the speed at which the game moves. The characters bounce and kick their way around the screen like a bunch of manic sprinters on steroids. And rather refreshingly, the control system is responsive enough to keep up with it. Nothing spoils a game like super-fast animation coupled with unresponsive controls.

## Fujin

**WEAPON:** Crossbow  
The God of Wind is one of the last surviving Gods of the Earth. Fujin has joined forces with Raiden in an attempt to defeat Shinnok's forces and save Earth from the twisted ex-elder God's machinations.



## Jarek

**WEAPON:** Black Dragon Sword  
Jarek is apparently the last surviving member of the clan that was originally led by the cyborg Kano. He is Sonya Blade's deadly enemy, but circumstances have left him fighting at her side to save Earth.



## Jax

**WEAPON:** Splined Club  
Sonya Blade's long-time friend and comrade-in-arms, Jax, was drawn into the battle for Earth when he set out to find her after she vanished whilst on the trail of Jarek, the last of Kano's evil gang.



## Johnny Cage

**WEAPON:** Bowie Knife  
Even though he was killed in an earlier *Mortal Kombat* game, Johnny Cage nevertheless returns in this edition thanks to some convoluted plot involving reincarnation. Raiden and some sticky-back plastic.



## Kai

**WEAPON:** Gurka Knife  
This close friend of ex-Brave Lee clone, Liu Kang, also just happens to be another master in many forms of unarmed combat. When he heard about nasty old Shinnok, he just couldn't keep away!



## Liu Kang

**WEAPON:** Dragon Sword  
Despite being the immortal champion of *Mortal Kombat*, Liu Kang still doesn't get the girl. After failing to rescue her he enlists the help of Earth's bravest in an attempt to finally get laid... or get his girl back.



## Quan Chi

**WEAPON:** Mace  
Once again Quan Chi has bailed out the 'immensely powerful' evil Elder God Shinnok, so we're all back to square one. Get much fighting, maiming and cries of "Earth will be mine, puny human!" Ho hum.



ous violence a step further



# R<sup>64</sup> Review



## Raiden

WEAPON: Warhammer

As per usual, Raiden is about the only thing that strands between evil, maddened ex-Gods and the people of Earth. Of course, rather than do all the work himself he's imported a few puny humans to help out.



## Reiko

WEAPON: Spiked Club  
Originally Reiko was a general in the armies under Shinnok. After being in the MIA for some time, he's returned to champion the evil Elder God before auditioning for a part in the next *Boomer* film.

44



## Reptile

WEAPON: Battle Axe  
Another general from Shinnok's army of darkness (although isn't that name already copyrighted by Sam Raimi?) Reptile is back to spit acid, kick ass and resume searching for that truly effective acne cure.



## Scorpion

WEAPON: Long Sword  
This time Scorpion's fighting for something he really wants... the chance to once again have a life (no more sitting at home watching *Star Trek* re-runs on Sky One!) Can anyone stop him?



## Shinnok

WEAPON: Battle Staff  
A former Elder God who had his membership revoked after a nasty incident in the Elder God pool room, Shinnok is out to destroy Earth, regain his former position and – time permitting – destroy Raiden.



## Sonya Blade

WEAPON: Winblblade  
After previous *Mortal Kombat* successes, Sonya joined the Outworld Investigation Agency. She has discovered what Quan Chi has been doing and now needs to get back and warn Earth. Sounds easy...



## Sub Zero

WEAPON: Ice Sceptre  
Although the original Sub-Zero is no longer around, he left his costume and – conveniently enough – his special powers to his younger brother. But will the new 'Sub-Zero' measure up?



## Tanya

WEAPON: Boomerang  
A native of Ederia, the realm that Shinnok has conquered as a base from which to mount his campaign from, Tanya is out to foil the evil Elder God's plans for Earth and banish him from her world forever.



JOHNNY CASH DISCOVERS THAT JUST BECAUSE YOU'RE POPULAR WHEN YOU'RE DEAD, IT DOESN'T MEAN YOU'LL NECESSARILY BE WELCOMED BACK!



OH, GORO WINS, DOES HE? WELL THERE'S A SURPRISE! IT'S NOT LIKE HAVING TWICE AS MANY ARMS AS EVERYONE ELSE GIVES HIM AN ADVANTAGE OR ANYTHING, IS IT?

If you've played any of the previous *Mortal Kombat* titles, then you should pretty much know what to expect from the gameplay. Check that, if you've played any of the previous *Mortal Kombat* titles apart from *Mortal Kombat Mythologies: Sub Zero*, then you should know exactly what to expect! If *MK Mythologies: Sub Zero* is your only experience so far of the *Mortal Kombat* universe, then let's just clear a few things up right now. Firstly, you can play as more than one character. Secondly, the gameplay does not consist primarily of making pixel-perfect jumps through levels of precarious platforms only to be

annihilated by the end-of-level boss on stage two. *Mortal Kombat 4* is nothing at all like that.

Now that we've cleared that up... in addition to the inclusion of 3-D, *Mortal Kombat 4* has one or two other new features worthy of mention. The first is the fact that each character now has their own special weapon.

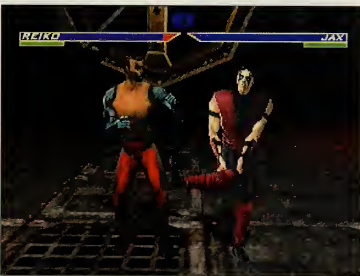
## KRAZY KOMBAT!

This weapon should not be confused with the usual run-of-the-mill energy blasts – in general it takes the form of a sword or mace of some sort, which – when you work out how to draw it – has its own range of special moves.

Weapons are dropped if the character holding them is hit hard enough, and can then be picked up by either combatant. Which brings us to the second new feature, the 'foreign object factor'. In the style of American professional wrestling, most of the arenas contain various items which can be utilised in the combat. These include rocks, and even the odd skull from time to time.

There's really little more that needs to be said as far as gameplay goes. The game includes team fighting, a tournament mode, a host of difficulty levels and you'll find that pretty much every feature in the game can be

## No Mortal Kombat fan sho



ONE OF THE NEW FEATURES OF MK4 IS THE RANGE OF TRULY GROSSOUTE LIMB-BREAKING MOVES, WHICH THE CHARACTERS JUST SHROU OFF!

played around with. You even have the option to turn off the gore, although what player in their right mind would want to do that? I suppose a fan of the *Street Fighter* beat-'em-up series maybe, but then they were always a little strange...



YOU MIGHT THINK THAT BREAKING SOMEONE'S ARM WOULD IMPEDE THEM SOMEWHAT, WOULDN'T YOU? NOT IN MK4 (KIDS: DON'T TRY THIS AT HOME!)



YOU WOULDN'T THINK THAT SONYA WOULD BE ABLE TO PICK UP A ROCK THAT BIG, WOULD YOU? LET ALONE THROW IT!



NO, DON'T SPRAY ME WITH YOUR... M... OH, YOU MEANT THAT KIND OF MACE! WELL, THAT'S OKAY THEN!



## Drop Dead Gorgeous

SONYA BLADE IS ONE OF THE MORE ATTRACTIVE COMBATANTS IN THE GAME (IF FINDING A COMPUTER-GENERATED CHARACTER ATTRACTIVE ISN'T TOO WEIRD). HOWEVER, IF YOU EVER MEET HER YOU PROBABLY WOULDN'T WANT TO GET IN A SITUATION WHERE YOU ENDED UP BETWEEN HER LEGS!

## In Conclusion...

Basically, *Mortal Kombat 4* can be summed up as follows: more of the same, with a few nice extras. The speed of the game is nothing short of amazing, and really goes a long way to raising this title some way above the other games of the same genre currently available for the N64. If we had to pick holes, we might say that the ending sequences we've seen so far are fairly unimpressive, and the fact that you seem to get the same ending sequence whether you finish on the novice or on the ultimate

difficulty level is a trifle disappointing. However, that said, the game plays like a dream, and the fatalities are gorier than ever, ensuring many happy gaming hours to come. As with most games of this type, *Mortal Kombat 4* is the most fun when played in two-player mode against a friend, but the one-player mode is also great fun, which is a pleasant surprise. No *Mortal Kombat* fan should be without this game!

**MORTAL KOMBAT 4 WAS SUPPLIED BY DEPARTMENT 1, GET THEM ON (0171) 916 8440.**



ould be without this game!



IN THE TWO ON TWO BATTLE, YOUR CHARACTERS HAVE A RATHER NOVEL WAY OF INDICATING THAT IT'S TIME FOR THE NEXT FIGHTER TO COME ON!



I DON'T GET IT... IF FUJIN'S A GOD, WHY DOES HE NEED TO CARRY A CROSSBOW?



OH! THAT! WAS LIKE, WONDERING, MATE, WHETHER YOU MIGHT NOT BE AVERSE TO A GAME OF CATCH, LINK, MATE? ER, MATE?

## 64 THE BOTTOM LINE

### Controls



L: Sidestep

R: Sidestep

B: High punch

A: Low punch

C: Lips High Kick - K: Down Run - C Left: Block - C Right: High Kick

D-Pad: Move/Crouch/Jump

Z: Block

### Alternatives

*Fighter's Destiny: Ocean* (E54.99)  
Reviewed: Issue 11, 80%  
*Big Freaks: GT Interactive* (Import)  
Reviewed: Issue 15, 82%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

86%

### Soundbite:

FAST, VIOLENT, GORY... EVERYTHING A YOUNG CHILD COULD HOPE FOR!

45



Ninjo



Publisher: Developer

Ocean  
Zed Two

Game Type:  
Origin:

Arcade puzzler  
UK Price:

Release Date:  
Price:

Out Now  
£39.99

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ICE, IN ADDITION TO STOPPING YOU FROM LOWERING YOUR WATER LEVEL, PREVENTS RAINBOWS FROM APPEARING TOO SOON!

## \$64,000 Question

- ▶ BRIGHT GRAPHICS WITH IMPRESSIVE WATER EFFECTS
- ▶ HIGHLY COMPLEX AND ADDICTIVE GAMEPLAY
- ▶ EXCELLENT TUTORIAL MODE
- ▶ A TRIFLE UNFORGIVING

## Memory Options

MEMORY:  
NONE  
CONTROLLER PANE  
STORES GAME  
PROGRESS AND  
SCORES



## Self Help

THE PRACTICE MODE GUILDS 16 LESSONS, EIGHT FOR ONE PLAYER AND EIGHT FOR TWO PLAYERS. AS YOU FINISH EACH LESSON YOU LEARN A SPECIFIC FEATURE OF THE GAME. IT'S ADVISABLE TO USE THIS FACILITY FIRST OF ALL IF YOU WANT TO GET ANYWHERE.

# WET

Wetrix deals with ARCHIMEDES' principle of WATER displacement... apparently. Don't know MUCH about that, but it's bloody GOOD!

EVERY SO OFTEN A GAME comes along which is a little different from your average title. This doesn't happen very often, presumably because it's far easier to produce a game based on a successful formula (beat-'em-ups, race games, etc) than to go out on a limb with a totally new kind of game. Wetrix, though, is something different. It's weird, wacky and wet. Think of playing Tetris in the bath, and you'll have some idea what we're talking about.

The gameplay in Wetrix is devilishly simple to learn but fiendishly difficult to master. Don't be surprised if you finish Practice mode, start your first game in Classic mode and then spend a considerable amount of time repeatedly staring at 'game over' screens.

The playing area consists of an isometric 3-D platform which you view from the bottom corner, reminiscent of the old 16-bit classic Populous. It's possible to zoom in and out to some degree, but due to the 3-D nature of the landscape, it's difficult to place blocks accurately unless your camera view is positioned fairly close to the playing area.

## THE AIM OF THE GAME...

The object of Wetrix is, erm... not to lose. It's difficult to explain it any other way. There's no long term objective since - at least in Classic and Pro mode - the game instead runs in cycles. You build up your landscape, it gets knocked down, you build it up again, it gets knocked down again, and so on. In effect, the



THE BACKGROUNDS IN WETRIX ARE WAFFED AND CAN BE DISTRACTING. THIS ONE IS PARTICULAR!

## Lesson 1: CONTAIN THE WATER

THE FIRST LESSON IN PRACTICE MODE IS SIMPLE - YOU JUST HAVE TO BUILD A SMALL RESERVOIR USING UPPERS TO HOLD SOME WATER. YOU'LL PROBABLY RUN OUT OF PIECES AT LEAST FIVE TIMES BEFORE YOU GET IT RIGHT.



## Lesson 2: EVAPORATE A LAKE

VERY SIMILAR TO THE FIRST TASK. ALL YOU NEED DO IS USE UPPERS TO BUILD A WALL WHICH IS LARGE ENOUGH TO CONTAIN A SMALL LAKE AND THEN DIRECT THE FIREBALL INTO THE WATER TO EVAPORATE IT.



## Lesson 3: CREATE ONE LAKE

EVEN EASIER THAN THE FIRST TWO LESSONS! YOU START OFF WITH A LOAD OF SMALL LAKES AND MUST DROP DOWNERS TO JOIN THEM ALL TOGETHER. IF YOU NEED MORE THAN TWO ATTEMPTS TO DO THIS YOU'RE RUBBISH!



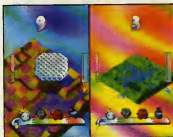
## Lesson 4: MAKE A RAINBOW

THE OBJECT OF THIS LESSON IS TO BUILD A FAIRLY LARGE LAKE WHICH TRIGGERS THE APPEARANCE OF A RAINBOW. THE ONLY REAL PROBLEM YOU'LL HAVE IS WITH THE BOMBS WHICH APPEAR FOR THE FIRST TIME.





# RIX



IF THE VIEW IN TWO-PLAYER MODE ISN'T GOOD ENOUGH FOR YOU, ZOOM IN ON THE MAP FOR A CLOSER LOOK.

whole game is pointless – so why is it so frustratingly addictive?

As mentioned already, the basic gameplay is fairly easy to pick up. Red blocks called 'uppers' (wow, man!) drop from the sky, and you must move them around and rotate them before they reach the ground where they form a raised wall. The object is to use these walls to form reservoirs in which water is then deposited. The catch is that the pieces aren't always the shape you need, and to start with you don't get enough of them to build a wall around the whole area. This usually means that in your first few

games you'll end up with huge holes in your barricades, and will watch helplessly as the water drains away off the edges of the platform.

As water falls from the platform, it slowly fills up a tube at the side of the screen. This is your drain. The idea is to prevent the drain from filling to the top because when it does, the game is over.

Fairly soon, you'll realise that the idea is to start with a small reservoir which can hold the initial water drops and then enlarge it as you go. The problem with this is that not far into the game it starts to rain, and all this excess water will immediately run off the edges of the platform, thus filling the drain. It then becomes a race to surround the entire platform with walls and of course if you manage to do this, then inevitably your water level will have risen so far that liquid



THIS IS SOMETHING WHICH YOU DEFINITELY DON'T WANT TO HAPPEN. IF YOU DROP A BOMB INTO A HOLE THAT'S ALREADY BEEN MADE, YOU'LL BE HIT BY A MASSIVE RAINBOW STREAK.

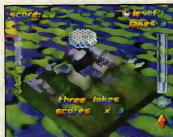
will spill over the original walls and you'll need to get to work building them higher.

## WETRIX – WET TRICKS, GEDDIT?

This is pretty much how the rest of the game goes. You'll be constantly trying to cover leaks and create new walls. Green 'downers' (bogs, man!) allow you to lower the land, widen lakes or connect small reservoirs to make bigger ones. If you are fairly successful and manage to create effective lakes, then you'll get some nice aesthetic effects which mean bonus scores. Deep lakes, for instance, produce a little duck who happily swims around quacking. A wide lake, on the other hand, grows an attractive rainbow.

Now you may all be thinking that this sounds pretty easy so far. All you

need to do is raise walls and drop water in? No problem! But of course, that's not all there is to it, oh no. The first problem that you'll probably encounter will be the bombs. These drop down with very little warning and blow a huge hole in the land wherever they land. If this hole happens to be in



SELECT 'RANDOM LAND' IN HANDICAP MODE AND THE LANDSCAPE WILL BE RUGGED AND UNPREDICTABLE, MAKING IT DIFFICULT TO BUILD WALLS.

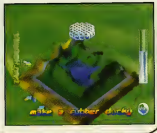
### Lesson 5: SURVIVE THE BOMBS

DON'T LET YOUR GRANDPARENTS PLAY IF THEY WERE IN THE BLITZ! SIMPLY MAKE SURE THE BOMBS DON'T WIPE YOU OUT. TO DO THIS, DROP THEM IN THE CORNERS OF THE MAP AND REPAIR THE DAMAGE AFTER EACH BOMB HAS FALLEN.



### Lesson 6: FLOAT A DUCKY

THIS LESSON INVOLVES MAKING A LITTLE RUBBER DUCKY APPEAR, ALTOGETHER NOW, AAAH! YOU DON'T NEED A LARGE LAKE TO MAKE THE QUACKING CHAP, JUST A SMALL DEEP ONE, SO BUILD UP THE EDGES AND DUMP SOME WATER IN.



### Lesson 7: FILL THE HOLES

LOOKS TRICKY, BUT IT'S NOT. THE MAP STARTS OFF WITH SEVERAL HOLES AND YOU NEED TO FILL THEM ALL, INCLUDING THE ONES MADE BY SUBSEQUENT FALLING BOMBS. CAREFUL PLACEMENT OF THE FALLING UPPERS IS NEEDED.



### Lesson 8: SCORE 25,000!

THIS IS WHERE YOU PUT ALL YOUR NEWLY LEARNED SKILLS INTO PRACTICE. THE OBJECTIVE IS TO USE RAINBOWS, LAKES AND DUCKIES TO ACCUMULATE A SCORE OF 25,000. YOU WON'T HAVE TO CONTEND WITH RAIN JUST YET.



the middle of one of your reservoirs then the water will begin to drain out extremely quickly. The trick to preventing this is to drop the bomb in a water-free corner of the map and then fill it quickly. Be careful not to drop a bomb into a hole already present in the map though, or you'll experience a "re-bomb" where numerous bombs drop randomly onto the map and decimate your carefully erected structures.

In addition to falling bombs you also need to contend with ice cubes which turn any water they touch to ice, making it impossible to redirect the water until the ice thaws. The ice can be melted using a fireball, but these are better dropped into

impossible! No matter how good you are in Classic mode, it'll be a while before you can last more than a minute or so at Pro level. Time Attack mode is fairly self-explanatory – you get a limited amount of time to score as many points as possible, whilst Handicap mode lets you start with various different factors like raised floors, multiple holes, sheets of ice, and the like.

## LET BATTLE COMMENCE!

No good puzzle game would be complete these days without a decent head-to-head mode, and *Wetrix* offers just such a mode. Two players are able to face off on a vertical split-



IF YOU FILL ENOUGH WATER ONTO A SHEET OF ICE IT WILL STRETCH UPWARDS AND EVENTUALLY CRACK, AS HAS HAPPENED HERE.

the other player. The higher up the gauge the indicator is, the more devastating the attack, with the bomb being the most powerful.

## Think of playing *Tetris* in the bath...

unfrozen water as they instantly evaporate it in a cloud of steam, boosting your score and lowering the level in your drain.

As if all this weren't enough, the playing area is also geologically unstable and if you build your structures too high you will trigger an earthquake, bringing the whole lot tumbling down. If this happens when you have got a gallons of water contained on screen, well...

In addition to the practice mode, *Wetrix* has a number of other gameplay choices. Classic mode is the best for beginners, and is far from easy. Pro mode, on the other hand, is damn near

screen playing area, which makes it rather tricky to see where you are dropping your blocks. It's actually better to zoom your camera in and then scroll around the play area in order to work out where you want to drop your blocks.

The rules are a little different in two-player mode. For one thing, fireballs don't dry up the water in your drain. At the bottom of the screen is a gauge with four little characters; a water bubble, an ice cube, a fireball and a bomb. As the game progresses and you earn points, the indicator on your gauge moves up. When one of the little characters starts jumping around, that means you have access to a special attack, and with the press of a button you can launch this upon

*Wetrix* is weird, wild and incredibly addictive. It might not appeal to you if you're not keen on puzzle games, although you might surprise yourself if you give it a try. The difficulty level is a bit of a stumbling block to start with, but it's also something which gives the game the long term playability that really makes it value for money. If you like puzzle games and don't have one for your N64 yet, then you *definitely* need to buy this. **R**

## 2nd opinion

TOP GAME! I'M ALWAYS A SUCKER FOR THIS KIND OF ACTION-PUZZLE HYBRID, AND *WETRIX* IS ONE OF THE BETTER EXAMPLES OF THE GENRE BECAUSE IT MOVES AWAY FROM THE STANDARD *TETRIS* FORMULA AND ADDS SOME NEW IDEAS. ODDLY, I PREFERRED THE SINGLE-PLAYER GAME, BECAUSE IT'S MUCH EASIER TO SEE WHAT YOU'RE DOING!  
ANDY McDERMOTT

## Rating:

★★★★★



NOT CONTENT WITH SHOPPING THE ODD BOMB ON YOUR PRO MODE THROWS THEM AT YOU IN PAINS!

## 64 THE BOTTOM LINE

### Controls



### Alternatives

*Bust-A-Move 2*: Acclaim (£49.99)  
Reviewed: Issue 15, 91%  
*Tetrisphere*: Nintendo (£39.99)  
Reviewed: Issue 10, 75%

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

86%

Soundbite:  
WATERY *TETRIS*-STYLE PUZZLE GAME... WITH DUCKS!



THE FURTHER YOU GET INTO THE GAME, THE MORE NECTIC IT BECOMES. WITNESS THE CHAOS THAT'S OCCURRING HERE!

ONLY £3.95

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price £3.95 and available from all good newsagents!

# BANJO-KAZOOIE

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**THE N64 GAMES SCENE HAS** finally exploded, with quality titles such as *GoldenEye*, *Diddy Kong Racing* and *Banjo-Kazooie* at last arriving on the shelves to worldwide acclaim. Now more so than ever is the perfect time to be an N64 owner and to take part in the next generation of console games!

As a valued reader of 64 MAGAZINE your opinions really count, and we want your feedback to make the magazine even better. But of course we're not asking you to fill in this survey without some kind of reward - and what a fantastic prize it is - a 33 inch Scheidner TV worth £1,200! All you have to do to stand a chance of winning this great prize is to fill in the following questionnaire and send it back to the address provided.

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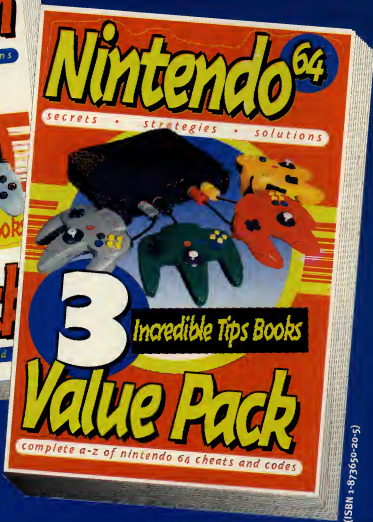
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Written by Andy McMeekin



THE FROG PRINCE AND A COUPLE OF HENCHMEN. FORGET RED BULL – TRY SOME BROWN ROCK INSTEAD, FROG BOY!



WHEN BRIAN KILLS AN ENEMY, IT VANISHES WITH A STRANGE LIGHTING EFFECT AND A RENTAGHOSY 'VWUHP!' NOISE.



THE DOG-FACED BOY ISN'T JIM-JAM, BUT IS REALLY A KIBOLD. SEEN HERE MARKING HIS TERRITORY ON BRIAN.

54



**Publisher:** THQ **Game Type:** RPG **Release Date:** Out now (import)  
**Developer:** Imagineer **Origin:** Japan **Price:** £59.99



BEGIN THE GAME AND THIS IS WHAT YOU SEE – AN OLD DUFFER OF A MONK WHOBBLES ON AT YOU. WOW, LET'S START WITH A BANG!

If you ever **WANTED** to **LIVE** in a fantasy world, be **WARNED** – this one's as **DULL** as the real one!

**WAY, WAY BACK IN THE HISTORY** of videogames, you could tell an adventure game from its name. They were called things like *Adventure*. Or, if you owned a ZX81, *Adventure A*. Or *Adventure B*. Or... well, you can probably work out the other two in the series for yourself.

Someone at THQ obviously had a quick look at a thesaurus, because their latest game is called *Quest*. Synonyms aside, it doesn't have much in common with its distant ancestors. Back then, you had to type **GO WEST**

to get anywhere, and most of the time the response would be **YOU FALL DOWN A PIT AND DIE**. These days, of course, you get to see your trip in glorious, fully animated, Technicolor 3-D. Surely an improvement? We'll see.



*Quest 64* is the N64's first 'proper' RPG – while Konami's *Goemon* had some RPG elements (character interaction, finding and using objects), it was for the most part a platform game. *Quest* makes sure from the start that you won't mistake it for anything as frivolous, by excluding a jump button. Of course, this does mean that the hero can be stymied by obstacles

## Memory Options

MEMORY: NONE  
 CONTROLLER PAK:  
 SAVE POSITIONS



## \$64,000 Question

- BEAUTIFULLY COLOURED SCENERY
- LIGHTING CHANGES AS DAYS PROGRESS
- SIMPLE COMBAT SYSTEM
- LARGE LANDSCAPE
- NOTHING TO CHALLENGE THE BRAIN
- TOO MANY EMPTY AREAS
- GETS REPETITIVE
- MINIMAL CHARACTER INTERACTION
- DRONING MUSIC
- FEELBE SOUND EFFECTS
- AMAZINGLY WEAK ENDING!



SOME SPECIAL ATTACKS ARE QUITE IMPRESSIVE TO LOOK AT, BUT MOST OF THEM ARE RATHER BLAND.



SOLVING IS THE FIRST ROOST THAT BRIAN MUST DEFEAT. DON'T THINK THAT WEARING AN ANIMAL SKIN MAKES YOU KING OF ANYTHING, MATE!

**Quest 64 is th**



HOW COME WE'VE GOT 500 HIT POINTS OUT OF 156, YOU ASK? WE USED A GAMESHARK SO WE DIDN'T HAVE TO ENDURE THE WHOLE GAME A SECOND TIME TO GRAB IT. DON'T TELL ANYONE!



## Earth, Wind And Fire... And The Other One

Brian's magical skills are based on his control of the four elements – air, earth, fire and water. The mop-topped magician gains extra strength in the elements by either winning in battle, or finding them conveniently lying around the place. Elements can be combined in combat as Brian's power grows. Water magic plus earth magic acts as a healing spell, for instance, while earth magic plus fire magic sends a rock bowling along to knock down enemies!

# EST 64

the height of the average matchbox, but hey, this is a fantasy world.

Said hero is called, erm, Brian. Now, without wanting to offend the literally dozens of Brians who read *64* MAGAZINE, it's hardly the most stirring name you could find, is it? Fantasy heroes should be called things like Aragorn and Conan and Kuldath the Invincible, not Nicholas or Clive or Dominic the Accountant. On the box art Brian looks like a manga-style rendered teenager, a heroic Luke Skywalker type on a mission. In the game he looks about eight, a rosy-cheeked muppet wearing his bigger brother's hand-me-downs. Which do you believe?

Brian's 'quest' (clever wording, cheers) is to find his missing father and recover a magical book, without which Cetland, the world in which the game takes place, will plunge into chaos and despair – the usual fantasy stuff. Being an apprentice Spirit Tamer

(a magician, not a tonic) Brian has the ability to learn magical spells as his skills and experience grow.

### I WANDERED LONELY AS A BRIAN

Cetland is a big place, presented with simplistic but effective visuals that have some of the most vibrant use of colour yet



THE ROCK SHOWER SPELL HAMMERS YOUR ENEMIES WITH, WELL, A SHOWER OF ROCKS. DUH!

seen on the N64. While they're a long way behind the detail of *Banjo-Kazooie*, the simplicity of the landscapes means players can see a long way into the distance – clipping is almost non-existent. When you're out on an open plain, you can see a long way. Squint a bit and it looks almost real, if angular.

It's a pity this realism doesn't extend to the inhabitants of Cetland. They have a nice manga look to them, like *Final Fantasy VII* on the

PlayStation, but... well, they don't actually do anything. You can talk to them and occasionally receive a helpful item (usually health-restoring

bread) or useful advice, but most of them just repeat the same inanities in slightly different ways.

Some months back, before the game was finished, developers Imagineer said that there would be other characters who could join the hero in his quest, namely a princess and a pirate. Hmm, guess they never got round to putting them in. Brian has to face all the dangers of the



e N64's first 'proper' RPG



## Sunset Strip

TIME PASSES IN *QUEST 64* AS IT DOES IN THE REAL WORLD. ONLY FASTER. AND YOU HARDLY EVER SEE THESE KIND OF NUCLEAR FIREBALL SUNSETS AROUND BOURNEMOUTH EITHER. BUT YOU CAN GET UP AT CRACK OF SPARROWFART AND SEE A COOL MORNING MIST OVER THE LAND, WHICH SOON EVAPORATES AS THE SUN RISES. LATER, THE SKY TURNS RED AS THE SUN DROPS BELOW THE HORIZON, FADING TO THE PURPLE OF DUSK AND EVENTUALLY THE BLUE GLOOM OF NIGHT.

ALL VERY PRACTY. BUT WITH ABSOLUTELY NO IMPACT ON THE GAMEPLAY WHATSOEVER.

MORNING



DAY



SUNSET



DUSK



NIGHT



THIS HUGE WYFFER HAS SOMEHOW GOT GODZILLA'S CHIR. (IF YOU HAVEN'T SEEN THE FILM YET, DON'T WORRY - IT'S TERRIBLE)



VALUABLE TIME AND KILOBYTES WERE SPENT ON THIS HORSE. AND WHAT DOES IT DO? IT SAYS "NEIGH-H-H." WHOPEE-KUH-DOO

world on his own, which is a bit of a bummer for an eight-year-old.

These dangers come in the shape of numerous mutant monsters, who pop up from nowhere as Brian wanders around. The combat system is straightforward enough; Brian can either hit them with his staff, or use

one of his magic spells. Fights are turn-based, Brian alternating his attacks with one enemy at a time. A circle around each fighter shows how far they can move in their turn, and a larger circle shows the boundaries of the current barney - if things are getting too hot, Brian can run from the outer circle and leg it.

### FIGHTING FARCE

The system is simple enough - maybe a bit too simple. After a while, combat becomes extremely tedious, and to get anywhere in a bearable amount of time, you just end up making for the outer boundary of the combat zone as quickly as possible. You can't avoid getting into a fight - monsters appear from the ether entirely at random, with no warning of approaching danger.

Wandering monsters are a longstanding part of videogame RPGs, and

to be honest they're a part that I wish programmers would realise everyone finds a complete pain in the arse.

*Quest 64* is a particularly bad offender. There are times in the game when, having just despatched one gang of unwelcome wanderers, Brian literally only takes two steps before another bunch appear from nowhere.

It's not as though these random enemies are easy to defeat, either. Early enemies can be taken out with just a couple of spells or a swift whack from Brian's trusty staff, but it doesn't take long before much tougher freaks appear, and in numbers.

Here's a test for you, based on real events: Brian has 100 hit points, and can inflict a maximum of 30 points of damage per attack. Facing him are four enemies, each of whom can survive at least three of Brian's mightiest blows, and themselves inflict up to 30 points



TREASURE CHESTS CONTAIN USEFUL ITEMS LIKE HEALTH-RESTORING BREAD OR, IN THIS CASE, A PORION THAT REGENERATES YOUR MAGIC.

## To be honest, even *Goemon* is more of a



SHIPS APPEAR IN A COUPLE OF PLACES. BORINGLY, YOU DON'T GET TO SEE THE ACTUAL VOYAGE - AFTER YOU ENTER AND LEAVE THE CABIN, THE SHIP IS MOORED SOMEWHERE ELSE.

of damage per round on the tufty-haired little fella. Which side is going to win? As our American cousins would say, "do the math."

### NEVER SAY DIE

Although you never actually 'die' as such - the worst that can happen after losing a fight is that you begin again at your last save point, where you can regenerate your energy - losing in combat becomes an annoyingly frequent event, because it doesn't take long before the sheer power and number of opponents overwhelms you. Early on in the game you encounter a boss who is holding one of the four elements you need to find. Basically, the first time you meet him, he hammers you. Unless you've got a plentiful stock of health-reviving Hovis in your bag and a hit point score



COLLECT THE SORCERESS HAS HAD HER MAGICAL STONE NICKED BY THE EVIL NEFTY, POOR LASS.



HEE? THE TRIVING BINT HERSELF, HIDING UNDER A LAKE. LUCKY, BRIAN APPEARS TO HAVE GILLS...



NEFTY TRIES TO GET BRIAN TO SLEEP WITH THE FISHES BY USING HER PUNKY BUBBLE ATTACK. BLOOD!

around the 70 mark, you'll have a truly tough time beating him.

So what's the problem there? Simply put, in normal play you'd never get up to that level by the time you meet the boss! Instead, you have to wander aimlessly around outside the castle and in the woods, beating up wandering monsters and gaining experience and extra hit points. About an hour should do it. While you're doing that, are you progressing in the adventure? Are you learning new tactics? Are you having any kind of fun at all? Are you buggery. You're just running into the same seven or eight monsters over and over again and using the same techniques each time to bring them down.

Another less than impressive feature was the saving system. The game can only be saved at inns (which can be a long way apart), and *Quest 64* also managed to crash while I was saving a game, losing all my saved games and, more to the point, making

poits and magic to a useable level once more. There's a word for this kind of situation, and that word is "fugginbologshidwenkwaddin-arozles!" Or something similar.

### NO-BRAIN BRIAN

All this might be tolerable if *Quest 64* had other elements to catch the imagination, but there's not a hell of a lot else to the game. The plot and setting are identikit fantasy stuff that could have been thought up in half an hour by anyone who'd ever read a bit of Tolkien, the other characters Brian meets play no real part in the story, and the puzzles... sorry, what puzzles? The nearest thing you'll find to puzzles are the locked gates blocking the way at certain points. As it turns out, these open automatically once Brian kills the local boss. Wow, solving that nearly made my brain implode! Ooooooh!

Getting through the game is almost entirely dependent on combat, which



OUTDOOR SECTIONS OF THE GAME HAVE MAPS. ONCE YOU'RE IN CAVES OR FORESTS, YOU'RE ON YOUR OWN.

instead. Even the text-only adventures of old were more involving. Stupid monsters do not a fantasy world make, and spending a good 30 minutes running and fighting along a barren path just to reach the next save point may be fun for marathon runners, but not for anyone else.

*Quest 64* is almost a junior RPG – the basics of the genre are there, but simplified to the absolute bare minimum. There's not enough content to keep older players interested, but the younger players at whom the game seems to be aimed will get bored very quickly with the endless trudging about. Let's just hope that *Zelda 64* doesn't make the same mistakes.

**QUEST 64 WAS SUPPLIED BY DEPARTMENT 1, (0171) 916 8440.**

**2nd opinion**  
WORDS CAN'T DESCRIBE JUST HOW UTTERLY UTTERLY BAD I FOUND THIS GAME... OH, HANG ON, THEY JUST DON'T DO A BIG RPG JAN, AND QUEST HAS DONE NOTHING TO CHANGE THAT. IT'S JUST SOOO BORING! IF YOU'RE KEEN TO WANDER AROUND FOR AGES ENGAGING IN TOTALLY RANDOM BATTLES EVERY TEN SECONDS THEN THIS IS THE GAME FOR YOU, ELSE AVOID! ROY KIMBER

**Rating:**

## true RPG than *Quest 64*

my until-then 100percent reliable Dattel Shockwave in the process. Now I not only had a dead memory card, but also had to start the game again from scratch, meaning another tedious process of beating up wandering monsters until I'd built up Brian's hit

in turn is dependent on running round in circles until another gang of ridiculous Brian-fodder materialises, then killing them to boost your hit points and gain magic. To be honest, even *Gaemon* is more of a true RPG than *Quest* – it's got multiple characters, puzzles, an actual plot...

It would be unfair to compare *Quest 64* to something like *Final Fantasy VII*, since that game has three CDs (195Mb, or 15,600Mbits – *Go Zelda 64!*) to play with, instead of a single 128Mbit cartridge. Even so, there's a lot of wasted space that could have been put to better use – rooms with nothing in them, characters who don't do anything, vast areas of land with no purpose that take ages to run across. Had the designers not been so keen to make a real(ish) world, they could have created one that was *interesting*



"MY GOD," THOUGHT BRIAN, "I'VE WANDERED INTO ARKSTEDHAM! NOW, ANNE FRANK'S HOUSE OR THE RED LIGHT DISTRICT? HMM..."

**64 THE BOTTOM LINE**  
MAGAZINE

**Controls**

- L: Change camera view
- R: Inventory
- B: Rotate view
- A: Attack/cast spell/look
- C: Up: fire magic, C Down: Water magic, C Left: Earth magic, C Right: Air magic
- D-Pad: Not used
- Z: Attack cast spell

### Alternatives

*Mystical Ninja*: Konami (£59.99)  
*Reviewed*: Issue 13, 85%  
*Zelda 64*: Nintendo (TBA)  
Due for a pre-Xmas release

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

**56%**

**Soundbite:**  
TOO SIMPLE FOR ADULTS, TOO BORING FOR KIDS. A MAJOR DISAPPOINTMENT!

Ninfo



Publisher:  
Developer:

Ocean/Imagineer  
Genki

Game Type:  
Origin:

Racer  
Japan

Release Date:  
Price:  
Out now  
\$59.99/import

# GT



RACE around the streets of JAPAN in sports cars! Sounds GOOD, huh? Yeah, well, so did *Godzilla*, and LOOK how that turned out.

58

## Memory Options

MEMORY:  
N/A  
CONTROLLER PAK:  
SAVES RECORDS



## \$64,000 Question

- SOLID GRAPHICS
- DECENT POWERSLIDES AFTER PRACTICE
- WEAK SOUND
- VERY FEW TRACKS
- NOT VERY EXCITING



TO DATE, IF YOU WANT A REALLY amazing and realistic racing game, the sad truth is that you'll also need a PlayStation to run it on. Where Sony's box boasts world-class wheel action from the likes of *Gran Turismo*, *Rage Racer*, *TOCA Touring Car*, *F1 '97* and *V-Rally*, N64 owners have been subjected to the rather less awesome *F1 Pole*

*Position*, *Multi Racing Championship*, *Automobilii Lamborghini* and — aakt spilt! — *Cruis'n USA*. Even the better Nintendo driving games like *Top Gear Rally* aren't really N64's sprayers.

*GT 64 Championship Edition* is Ocean's second attempt at an N64 racer, the first being the dreary and ditchwater-dull *MRC*. Coming from

Imagineer, who also produced *MRC*, I wasn't expecting that much from it, especially after playing the game at E3 in May (see last issue) and being distinctly unimpressed.

In fact, after the E3 experience, I fully expected to hate *GT 64*. As it turns out, I didn't. The only problem was, I didn't love it either. In fact, I didn't feel anything for it at all.

## I'M A FREELANCE SCIENTIST

As the annoying tosser in the Metz adverts says, "Gentlemen, let me explain," *GT 64* is based on the Japanese Grand Touring championship, where instead of the pony Vectras and Mondeos that get slammed around in similar events in Blighty, top-spec sports cars like Skylines, Supras, NSXs and even the odd Lamborghini are thrashed until they beg for mercy. Sounds like fun!

That's the theory. However, what makes this kind of racing a crowd-pleaser when compared to the current



THE FOO-SHROODED BUILDING ON THE LEFT IS THE DIET, THE JAPANESE PARLIAMENT BUILDING. WHITE HOUSE INDEED!

McLaren-led procession that is *Formula 1*, are things like close-quarter battles between the drivers, loads of overtaking in evenly-matched cars, tight courses where a mistake results in a wipeout and, of course, the expectation of seeing expensive pieces of machinery reduced to their component parts in as spectacular a manner as possible. Be honest, now. People don't watch motor racing for displays of precise cornering and good old-fashioned sportsmanship. They want to see stiff break and



SINCE THE OTHER CARS ALWAYS FOLLOW THE RIGHT RACING LINE, THE PORSCHE DRIVER LOOKS LIKE HE'S GOING A LITTLE BIT TOO FAST TO MAKE THE TURN...



ABOUT THE ONLY WAY YOU CAN GET THE COMPUTER-CONTROLLED DRIVERS TO SCREW UP IS IF YOU ACTUALLY HIT THEM AND KNOCK THEM OFF LINE.



IN LONG RACES, YOU NEED TO GO INTO THE PITNS TO REPLACE WORN TYRES. THRILL TO THE HEART-STOPPING EXCITEMENT!

## The tracks are all



# GT64 Championship Edition



THE TOYO LONG COURSE ACTUALLY OFFERS ONE ALMOST EXCITING BIT, WHERE YOU HAVE TO BUCK AROUND THIS BARRIER INTO AN UNDERPASS.

drivers chinning each other with long metal poles.

GT 64 manages to deliver the tight courses part of this equation, but falls short on the others. This originally being a Japanese game, the cars are set up to favour the Nipponese penchant for powersliding. At first, the cars seem all but impossible to get around the corners, bringing up Vietnam-style flashbacks of *San Francisco Rush* and its incredible jelly steering. Make a turn and your car sails gracefully sideways into the nearest crash barrier. Practice for a while, though, and before long you get the hang of when to turn, when to brake and when to pour on the power to make some smart edge-of-adhesion fast exits from hairpins. You'll still sail gracefully sideways into the barrier, but at least it won't happen nearly as often.

You can make things easier on yourself by toying with the car setup screen before the race starts.

## rather bland



THIS SHOT IS SUPPOSEDLY A NOSE CAMERA, THOUGH IT'S CLEARLY HIGHER THAN THE CARS. IS THE DRIVER SITTING ON THE ROCKET?



ONE OF TOM'S SUPRAS TRIES TO GET THROUGH ON THE INSIDE. GET TREE BEHIND ME, SA-TOM!

Selecting the 'auto' option gives a basic setup that will get you around the course, but you can adjust tyre compounds, suspension stiffness, spoilers and gearing to suit your preferences and the needs of the track. Street circuits, with their tight corners, need more downforce, but more open tracks (Lake Fuji in the Japanese version, a generic 'Europe' in the West) give you more leeway on the turns so you can go all-out for speed.

## TRACKS OF MY FEARS

Actually, that should really be 'more open track', singular. One of GT 64's early problems is the puny selection of courses – a mere three. Ocean have tried to camouflage this by offering short and long versions of each course, and there's also a secret American track which becomes available if you win the championship game, but really you've faced with just three circuits.

This wouldn't be so bad if the three courses were something special (*Ridge Racer* got away with just having the one), but they're all rather bland, with not much of

## Car Wars

GT 64 AT LEAST OFFERS SOME REASONABLY COOL CARS FOR YOU TO SLAM INTO WALLS, SUCH AS THE TOYOTA SUPRA, NISSAN SKYLINE GT-R, HONDA NSX (AS DRIVEN BY MR. WOLF), LAMBORGHINI DIABLO AND PORSCHE 911 (OR IS IT A 959?) HOWEVER, WE'RE NOT TOO SURE ABOUT THE TEAM NAMES. WOULD YOU WANT TO DRIVE FOR ANYONE CALLED 'DINISO'?

### 5ZIGEN SUPRA

'5ZIGEN'? AND JUST HOW DO YOU PRONOUNCE THAT? AS IF THAT WERE NOT BAD ENOUGH, ONE OF THE DRIVERS IS ARNOLD J RIMMER.



### AVEX DOME MUGEN NSX

PROUD SPONSORS OF THE MILLENNIUM EXPERIENCE, THOUGH WITH NO SIGN OF A PRINCE-HEADED SELESS WOMAN JUGGLING A BANANA.



### CALSONIC SKYLINE

WE'VE GOT BOTH ENDS OF THE AGE RANGE IN THE CALSONIC TEAM, THE 12-YEAR-OLD DRIVER BEING THE JAPANESE PAUL MERTON.



### CASTROL TOM'S SUPRA

"TOM," THEY ASK, "WHAT DO YOU WANT TO CALL YOUR SUPRA RACING TEAM?" TOM THOUGHT LONG AND HARD...



### CASTROL CERUMO SUPRA

NUMBER 36, ONE OF MY LUCKY NUMBERS. PROBABLY NEVER WIN NOW, GILES UP, KANEISHI MIGHT NEVER HAPPEN!



### CASTROL TOM'S OTHER SUPRA

AFTER THE SERIES ENDED, MONKEY TRADED IN HIS CLOUD FOR A TOYOTA SUPRA AND TOOK UP RACING FOR TOM.



## DENSO SUPRA GT

THE SUBJECT OF NUMEROUS PLAYGROUND TAUNTS, DENSO NEVER UNDERSTOOD WHY EVERYONE CALLED HIM 'THICKIE'.

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## KURE R33

ONLY ROBERT SMITH FROM 'THE KURE' CAN SAVE US NOW! OH, HANG ON. STILL, AT LEAST THE JACKIE CHAN '90' IS STILL POPULAR.

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## JLOC DIABLO GTR

"NOT A TRACE OF NEPOTISM IN THIS TEAM," WADA SAID TO WADA. UNFORTUNATELY, THE PHOTOGRAPHER WAS A BORE.

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## NISSAN 300ZX GTS

CHAM! NOT SO MUCH AS AN OUNCE OF IMAGINATION HERE, NAMING THEIR TEAM AFTER THE CAR. BO-RING! VERY BO-RING!

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## MACHINE SETTING



THE SET-UP OF THE CARS CAN BE CUSTOMISED TO YOUR REQUIREMENTS, THOUGH THE DIFFERENCES AREN'T HUGE.

interest to look at. You might argue that since the courses are based on real tracks, they may actually be accurate. Well, aren't you the little smartarse? The thing is, if a game's trying to be realistic, it should exaggerate reality, not just mimic it. Real life is full of boring bits and annoying stuff you could do without. ISS wouldn't be half as much fun if you had to sit through a simulated coach journey to the ground before you could play, would it?

Given that GT 64 is apparently a 128M cartridge, and therefore rather more hefty than MRC, you'd expect a lot more variety in the tracks – in fact, a lot more tracks full stop. Where the

worlds packed with detail, music, cool visual effects, precise control and lashings of imagination. The other is GT 64. Maybe all those rather grainy digitised pictures of real cars occupy 32 megabits, but I doubt it.

## CORNER COP

Another major failing of GT 64 comes from the opposition, made up of a bunch of robot Michael Schumachers who cruise around the corner on the perfect racing line and never, ever make a mistake. More to the point, they don't powerslide. For you to get into the lead, you have to master the art of braking late, whipping the back end out and slamming on the power as you try to duck through on the inside. Not so if you're lucky enough to be a computer-controlled drone – you get to corner like a Rothmans-sponsored tram. While human players are skipping inexorably sideways into a pile of tyres, the 64's boyz are flicking V signs through the windows and squeezing the bulbs of their Seymour Butts stuck-on window toys.

This perfect cornering is there simply to compensate for the CPU racers having no brains whatsoever.

# GT 64 had the potential to be amazing, but blew it

## RAYBRIC NSX

FLOUNCY SILK SCARVES WERE THE TOP FASHION ACCESSORY IN THE RAYBRIC TEAM, WITH MATCHING UNDIES. DON'T THEY LOOK DASHING?

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## UNISIA JEC'S SKYLINE

"IN JAPAN, MEN ALWAYS COME FIRST," SAID TIGER TANAKA. "I MAY JUST RETIRE HERE," MURMURED BOND.

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## SOGOKEIBI PORSCHE

THE JAPANESE FONDNESS FOR ANIME CHARACTERS WITH BIG EYES IS MADE MANIFEST IN THE PORKEE'S HEADLIGHT PAINT JOB.

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

## ZEXEL SKYLINE

WHERE DO FOURTH-RATE F1 DRIVERS GO TO DIE? (CAREER-WISE, NOT LITERALLY.) JAPANESE GT, OF COURSE! STEP FORTH AGURI SUZUKI AND ERIC COMAS!

**SELECT A TEAM**

**CHAMPIONSHIP**

DRIVER: RYUICHI KANEKO  
 CO-DRIVER: TETSUYA YAMAMOTO  
 TEAM: DENSO

**CHAMPIONSHIP**

DRIVER: TETSUYA YAMAMOTO  
 CO-DRIVER: RYUICHI KANEKO  
 TEAM: DENSO

hell has all that memory gone? It hasn't been put to use on tracks, super-realistic car handling, amazing amounts of detail or hours of sampled commentary. Putting things into perspective, *Bonjo-Kazooie* (also reviewed this issue) is the same size as GT 64. One of them has nine large

Why spend valuable time and effort trying to program complicated stuff like driver intelligence and car physics when you can just make them whip around corners like something at Chessington World of Adventures? Rubbing salt into the wound was the fact that while I was playing GT 64,



THE RACE SCREECHED TO A HALT AS MRS OLDWOMAN WADDLED OVER THE CROSSING, TASTING SHOPPING TROLLEY FOLLOWING IN HER WAKE.

# GT64 Championship Edition



PHOTO IS THE SETTING FOR ONE OF THE TWO JAPANESE URBAN TRACKS. APART FROM THE HILLS, IT LOOKS A LOT LIKE TOKYO.



SWITCHING TO A FIRST-PERSON VIEWPOINT SLIGHTLY INCREASES THE FRAME RATE, BUT THE FUNNIE LOOKS DISCOURAGE!

the PlayStation mob were sitting six feet away wetting themselves over the rather good *Colin McRae Rally*, and then deliberately putting on *Gran Turismo* just to really annoy me.

## TWO-PLAY, AWAY!

Not even the two-player game, which can normally add some excitement to a game, served to increase my heart rate. While it at least spares players the indignity of MRC's microscopic split screens, the frame rate is massively reduced, which makes controlling the cars around the corners all the more difficult. It does sharpen your competitive edge — there's a race to see who can be first to stick *Goldeneye* in the cart slot instead.

The biggest disappointment about *GT 64* is the fact that it had the potential to be something really

amazing, but blew it. The game plunges into the deep chasm between full-on simulation and all-out action without touching either side on the way down. Some things are simulated fairly well, like the powersliding, but other things are completely ignored. You can't spin out the cars properly or go doughnutting, you can't roll them or even get them to leave the ground on a hump and despite the claims of the advertising, I didn't manage to damage them, no matter how hard I tried. (And I *tried*, believe me.)

On the other hand, the action isn't exciting or involving enough for *GT 64* to work as an arcade racer either. Even though it moves at a reasonable pace, you never end up with sweaty palms after barely making it through a series of tight corners. (Unless you're Roy, whose Nixon-style palmaric perspiration is both legendary and gross...)

*GT 64* commits the ultimate sin for any racing game. It's *boring*. You could play it all day, and it still wouldn't be able to coax the tiniest drop of

adrenaline from your glands. Compared to even the three year old *Ridge Racer* on PlayStation it's badly lacking in fun and thrills, and up against the likes of *Gran Turismo*, *GT 64* is a joke. The N64 can kick the competition's ass in so many game genres, so why the hell can't it scrape up just one world-class racer?

## 2nd opinion

I WAS REALLY LOOKING FORWARD TO THIS GAME AFTER ALL THE COOL LOOKING PUBLICITY SHOTS, AND I HAVE TO ADMIT IT DOES LOOK NICE. HOWEVER, THE ANIMATION IS SOMEWHAT STROBEY (FOR WANT OF A BETTER WORD). I GUESS IF YOU'RE DESPERATE FOR A RACING GAME *GT 64* MIGHT BE WORTH A LOOK, BUT DEFINITELY TRY BEFORE YOU BUY. ROY KIMBER

### Rating:



YES! I WIN, YOU ALL LOSE. TEN POINTS IN THE BAG.



NO, OUR GRABBER DIDN'T SCREW UP — THE VICTORY SCREEN REALLY IS THIS BUBBLES.



IN THEORY, A DIABLO COULD THRASH AN NSX EVERY TIME. ON THESE TRACKS, IT'S ANTIPOD'S RACE!

## 64 THE BOTTOM LINE

### Controls



L: Not used  
R: Climb gear up  
B: Brake  
A: Accelerate  
C Up: Rear view / C Down: Rear View / C Left: Change view / C Right: Change view  
D-Pad: Not used  
Z: Charge down gear

## Alternatives

*Top Gear Rally: The Games* (E54.99)  
Reviewed: Issue 7, 85%  
*Diddy Kong Racing: Rare* (E49.99)  
Reviewed: Issue 7, 86%

## Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

64

Soundbite:  
TECHNICALLY OKAY, BUT IN GAMEPLAY TERMS IT'S AS INTERESTING AS NIGEL MANSSELL!

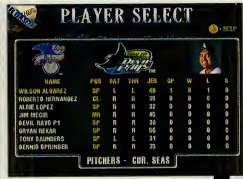




Written by Stuart Taylor



THE "FISHEYE" CAMERA ANGLE ALLOWS YOU TO GET WELL BEHIND THE BATTER'S PLATE, BUT THE PITCHER TENDS TO BE A LITTLE DIFFICULT TO SEE FROM HERE.



CHECK OUT WHO IS PERFORMING THE BEST IN THE BASEBALL LEAGUE TABLES (AND ALSO SEE HOW WELL YOUR TEAM COMPARES TO THE COMPETITION).



THE HIGH OVERHEAD ACTION CAMERA OPTION GIVES YOU (AS THE NAME MIGHT SUGGEST) AN OVERHEAD VIEW OF THE PROCEEDINGS... WHICH IS NICE!

62

**Ninfo** **138 MB** **Publisher:** Acclaim Sports **Game Type:** Baseball sim **Release Date:** Out Now  
**Developer:** Iguana Entertainment **Origin:** USA **Price:** £59.99

# ALL-STAR BASEBALL

BATTER UP for the **BEST** baseball simulator you'll ever SEE!

## BATTER UP

The game has been developed by Iguana Entertainment, the talented bods behind the likes of *Turok*, and it has their hallmark of quality stamped throughout the game. The first thing that hits you after sticking the cart in your Ninnie is the astounding high-res graphics on display – it's an astonishing sight as you watch the perfectly rendered baseball teams stride out onto the pitch. From the off, this exemplifies *All-Star Baseball's* main strength, and that is its amazing attention to detail. Hell, you can almost smell the hot dogs!

But how does it play? Well, bearing in mind that the majority of people in this country have never played baseball (or even know the rules), it is easy to get lost within the whole experience. The instructions supplied with the cart are not particularly good, feeling knocked together and not very clear on some points. It would also have been a good idea to summarise the basic baseball rules and terms within the manual, but Acclaim probably assumed that only baseball fans will pick up the game.

The wealth of gaming options available in *All-Star Baseball* is daunting for the novice player, since you have full control over your team – from pitching to batting, fielding to

managing... you get the idea. However, in a stroke of gameplaying genius you have the option of controlling more or less what you like. For instance, if you want to concentrate on your pitching, the computer will do the basic fielding for you, so all you need to do is press the A button at the right time to catch the incoming ball.

Another example of the sheer user-friendliness of the game is displayed when you are at bat; you can have a batting target on screen to help you set up your shot, as well as having an icon telling you where the pitcher is lobbing the ball. Although the latter options don't guarantee a home run every time (believe me, it isn't that easy), it will certainly help you find your feet and prepare you for taking on the more advanced gaming options.

You also have complete control over how you 'see' the game – there is an adjustable camera which can either be close behind the batter, just behind the catcher, to the side, or from slightly above. There are three fielding options, although the most practical is the 'high' option, which lets you see for yourself whether the opposition is going to nick another one of your bases. However, the 'low' option needs to be seen, just so you can drool over the gorgeous hi-res



FIRST IN BAT IS BRIAN MCCRAE – A WICKED CUNNINGHALL SHOULD START THIS GAME OFF NICELY!

SINCE THE UK HAS PRACTICALLY become the 51st State of America, you'd have thought that the likes of American football and baseball would have been adopted as national sports by now. However, despite the best efforts of Channel 4 and Sky Sports, America's favourite sporting pastimes have never really been accepted wholesale by the 'fickle Brits'. With that in mind, why on Earth would any patriotic English gamesplayer want to play Acclaim's *All-Star Baseball '99*? How about because it's bleedin' marvellous? Oh, you want more info than that before you go out and buy the game, do you?

**Memory Options** MEMORY: NONE  
 CONTROLLER PAK: SAVE SEASONS, PLAYOFFS AND ROSTER MOVES

**\$64,000 Question**

- AMAZINGLY REALISTIC HI-RES GRAPHICS
- STAGGERING ARRAY OF GAMING OPTIONS
- LONG GAMING LIFESPAN
- RUDIMENTARY KNOWLEDGE OF BASEBALL REQUIRED
- CPU OPPONENTS CAN BE OVERLY HARD TO BEAT



ALL-STAR BASEBALL ALLOWS YOU TO DESIGN THE BEST, WORST, OR THE MOST IMPROBABLE BASEBALL PLAYERS IN THE WORLD.

**All-Star Baseball's main strength is its**

ESQ! THERE'S A HUGE  
ROCKY STUCK TO MY BAT!



# L 99

## Terms Of Endearment

SOME OF THE BASEBALL TERMS USED IN *All-Star Baseball '99* MAY WELL BE LOST ON THE MAJORITY OF NON-FANS. IF YOU WANT TO AVOID MAKING A FOOL OF YOURSELF IN FRONT OF THE TENS OF BASEBALL FANS IN THE COUNTRY, LEARN THIS LIST AND USE IT WISELY!

### BATTER'S BOX

**RIGHT:** THE AREA IN WHICH THE BATTER STANDS DURING HIS TIME AT BAT.

**WRONG:** SOMETHING THE BATTER SHOVED DOWN THE FRONT OF HIS PANTS.

### BUNT

**RIGHT:** A BATTED BALL WHICH IS TAPPED SLOWLY, RATHER THAN SWUNG AT.

**WRONG:** AN OBSCENELY MUTTERED BY SOMEONE WITH A COLD.

### FLY BALL

**RIGHT:** A BALL THAT IS BATTED HIGH INTO THE AIR.

**WRONG:** THE 'BITS' OF A MALE BLUEBOTTLE.

### PITCH

**RIGHT:** A BALL DELIVERED TO THE BATTER BY THE PITCHER.

**WRONG:** A PLACE WHERE REAL SPORTS ARE PLAYED.

### SAFE

**RIGHT:** A DECLARATION BY THE UMPIRE THAT A RUNNER IS ENTITLED TO THE BASE HE IS ON.

**WRONG:** SORTED.

### RUN

**RIGHT:** A SCORE ACHIEVED BY A RUNNER WHO TOUCHES FIRST, SECOND, THIRD AND

HOME BASE IN ORDER.

**WRONG:** WHAT YOU GET AFTER TOO MUCH CURRY.

### Foul Ball

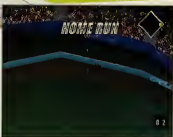
**RIGHT:** A BALL THAT LANDS OUTSIDE THE PLAYING AREA (USUALLY LANDING BEHIND HOME BASE).

**WRONG:** THE 'BITS' OF A COCKEREL [THAT'S ENOUGH CRAP GENITALIA JOKES - Ed].

### WIND UP POSITION

**RIGHT:** ONE OF THE LEGAL PITCHING POSITIONS.

**WRONG:** THE CHIN-RUBBING STANCE OF A PISS-TAKER.



ALTHOUGH THE LONE FIELDER IS TRYING HIS BEST, THAT BALL IS WAY AHEAD OF HIM AND IS A SUPREME EXAMPLE OF A HOME RUN.



JOE RANDAK'S NEXT AT THE PLATE - CAN HE HIT ANOTHER HOME RUN?

graphics. The great thing about all of these options is that you are able to change them at anytime during the game - so, if you're the indecisive sort, you can mix and match to your heart's content!

### STEEE-RIKE! You'RE OUT OF THERE!

All of the major current American baseball teams and players are represented within the game, although you also have the option of creating your own players - yes, you too could become a baseball star (well, just as long as you're a bloke, you don't wear glasses and have no physical deformities - who says that there are enlightened times, eh?) In addition, for those who demand a multiplayer option, *All-Star Baseball* allows up to four players to compete against each other, or team up against

a CPU opponent. Although you may find it difficult to find four friends who are interested and know how to play baseball, the multiplayer option certainly adds a further degree of long-term playability to the package.

*All-Star Baseball '99* is a true representative of what a 64-bit game is all about. Something that pushes the machine and the player, as well as having the kind of depth usually only found in *Loch Ness*. Since you can create your own players, train them, manage them through a season or a set of playoff matches, it will be a long, long time before you've exhausted the game's long-term playability. And, after all, if you've forked out over £50 for a game, this kind of 'comeback' appeal has to be a major plus point.

If you don't like baseball, apart from the 'pretty pictures' on display, *All-Star Baseball* probably won't interest you. However, if you are even remotely interested in the sport, you owe it to

yourself to check this game out, as it is probably one of the best sport simulations ever created. Really, it is that good. The atmosphere and the amount of control you have over the game will soon suck you in, and it won't be long before you too are cursing the catcher, as he smugly declares "Steeer-rike! You're out of there!"

**All-Star Baseball** WAS SUPPLIED BY DEPARTMENT 1. CALL THEM ON (0171) 916 8440.

## 2nd opinion

OKAY, IT'S BASEBALL, WHICH IS A PANTS GAME. BUT *All-Star Baseball* OVERCOMES THE TEDIOUS NATURE OF ITS REAL-LIFE COUNTERPART BY BEING SURPRISINGLY INVOLVING TO PLAY. THE AMAZING GRAPHICS REALLY DO MAKE A DIFFERENCE TO YOUR PERCEPTION OF THE GAME - AFTER PLAYING THIS, IT'S HARD TO GO BACK TO 'OLD-FASHIONED' LO-RES STUFF! ANDY McDERMOTT

Rating:



## All-Star Baseball '99

64 THE BOTTOM LINE  
magazine

### Controls



VARY DEPENDING ON WHETHER THE PLAYER IS AT BAT, IN THE FIELD, AND THE MANY STAGES THEREOF. IN OTHER WORDS, THERE ARE FAR TOO MANY OPTIONS TO LIST HERE!

### Alternatives

*Major League Baseball*: Nintendo (import)  
Not yet reviewed  
*Mike Piazza's Strike Zone*: GT (import)  
Not yet reviewed

### Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall

89%

**Soundbite:**  
AN ESSENTIAL PURCHASE FOR ANY BASEBALL FAN, AND ONE OF THE BEST SPORTING SIMS EVER. HONEST!

## amazing attention to detail

63



## Memory Options

**MEMORY:**  
**NONE**  
**CONTROLLER PAK:**  
STORES GAMES  
PROGRESS,  
SCORES, SECRET  
CHARACTERS



The N64 goes puzzle mad! Yet another arcade puzzler involving small colourful blobs – yippe!

# PUZZLE DAMA

## \$64,000 Question

- THREE GAMES IN ONE!
- SEVERAL CHARACTERS WITH LOTS OF ANIMATION
- HELLISHLY ADDICTIVE
- EXTREMELY SIMILAR TO PUZZO PUZZO SUN
- HARDY CHALLENGES THE N64'S CAPABILITIES

AT FIRST GLANCE **Puzzle Dama** is just another **Puyo Puyo Sun** clone with some rather nicely animated characters jumping around in the background. That's until you realise that, in addition to **Puyo Puyo** mode, there's also a different puzzle mode and a totally new four-player bowling game! Effectively, what you get when you buy **Puzzle Dama** is three games in

one. The first is basically **Puyo Puyo**, with a few differences. As with **Puyo Puyo**, groups of coloured blobs drop from above and must be matched to other coloured blobs to make them burst and disappear. A unique feature of **Puzzle Dama** is the frozen blobs that drop down at random and must be unfrozen before they can link with other blobs. You can unfreeze them in two ways. The first is to construct a

blob grouping next to them, which will defrost any frozen ones when it bursts. The second way is to use a special 'happy ball' which drops down from time to time, and will defrost any blobs that it touches.

Of course, you can't have a 'happy ball' without an evil 'mean ball' counterpart, can you? The 'mean ball' also drops down from time to time and freezes any blobs that it touches, so it's essential to steer it away from large blob groups.

And that's about it. Oh, except for the pink 'pacman' ball that starts off frozen but will munch its way through a line of blobs when you defrost it.

## Meet The Cast

THERE ARE 12 CHARACTERS IN TOTAL IN **Puzzle Dama**, TEN PLAYABLE AND TWO HIDDEN. CREATE A CHAIN REACTION AND THEY DO STRANGE THINGS – THE LONGER THE CHAIN, THE MORE STUFF THEY DO!

### 1. THE LITTLE GIRL

SHE'S MAD, SHE'S BAD AND SHE WEARS A YELLOW HAT. DON'T MESS WITH HER OR SHE'LL BURST INTO YEARS AND EVERYONE WILL KNOW YOU'RE A REALLY MEAN PERSON.

### 2. THE TADPOLE

AT LEAST WE THINK HE'S A TADPOLE. ANDY HAD A RATHER MORE UNPLEASANT SUGGESTION UNTIL WE SAW IT PLAYING WITH A FISH. AT LEAST WE HOPE IT WAS A FISH.

### 3. THE SCHOOLGIRL

NO JAPANESE GAME WOULD BE COMPLETE WITHOUT ONE OF THESE! SHE JUMPS AROUND ALL OVER THE PLACE, IN SERIOUS DANGER OF POPPING OUT OF HER CLOTHES.

### 4. THE ROCK STAR

OH MORE ACCURATELY, THE ROCK GROUP, FOR AT TIMES THERE IS DEFINITELY MORE THAN ONE BLOKE IN THIS GUY'S WINDOW! HE'S JUST ALL LOOKS AND NO TROUSERS, NICE HAIR THOUGH.

### 5. THE BABY

INDIVIDUALLY THE CUTEST CHARACTER IN THIS GAME, THE BABY IS FAR FROM WEAK AND HELPLESS – HE HAS EYES THAT LASER BEAMS WHEN HE GETS OVER-EXCITED!

### 6. THE KUNG FU MASTER

BAD AND BALD... ER, EXCEPT WHEN HE SUDDENLY GROWS A FULL HEAD OF HAIR! THIS GUY REMAINS CALM MOST OF THE TIME THEN EXPLODES WITH HIGH-BIKING FURY!

### 7. THE HIPPY CHICK

THIS NEW-AGE HIPPIE LOOKS QUITE CUTE AND IS FAIRLY LAID BACK IN ATTITUDE. GET A LONG ENOUGH CHAIN REACTION AND SHE'LL WHIP HER CLOTHES OFF, THE HUSKY!

### 8. THE BUXOM NURSE

THIS LONEY LADY HAS A UNIFORM THAT IS TOO TIGHT-FITTING BY HALF! PLAYING WITH THIS CHARACTER CAN BE RATHER DISTRACTING AS HER HUGE BREASTS BOUNCE CONVINCINGLY UP AND DOWN.

### 9. THE MAD SCIENTIST

YEA, HE'S A SCIENTIST AND HE'S MAD. HE ALSO HAS WEIRD LOOKING HAIR. GET HIM OVER-EXCITED AND HE'LL START DRINKING HIS OWN WEDD CONDUCTIONS – THE MORON!

### 10. THE TENNIS PLAYER

HE'S FIT AND HE'S GOT A SQUARE JAW. CHIES IF HE LOSES, CHIES IF HE WINS, THROWS TANKTOPS AT THE DROP OF A HAT... MUST BE AN AMERICAN PLAYER THEN!

### 11. THE BLOKE WITH A HAT

THIS GUY IS OLD, SO HE'S PROBABLY A TAI-CHI MASTER OR SOMETHING. HE'S THE FIRST OF THE HIDDEN CHARACTERS AND WHEN YOU FIND HIM HE ISN'T VERY EXCITED AT ALL!

### 12. UGLY GEISHA TRANSVESTITE

THE FINAL HIDDEN CHARACTER IS AN UGLY BLOKE DRESSED AS A WOMAN IN TRADITIONAL JAPANESE GARB. NOT REALLY SURE WHY ANYONE WOULD WANT TO FIND THIS ONE!



## GET BLOBBY WID IT

The second game mode in **Puzzle Dama** looks similar to the first and is played in the same kind of arena. The gameplay, however, differs greatly. Instead of blobs dropping down the screen in small groups, they rise up from the bottom in one complete



CHOOSE FROM ONE OF TEN CHARACTERS, OR CLICK ON THE QUESTION MARK FOR A MYSTERY SELECTION... OOH!







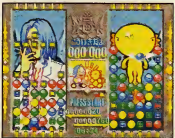
THE HAPPY BALLS ARE FRIENDLY LITTLE FELLOWS – THEY’LL DEFROST YOUR FROZEN BLOBS!



THE FIRST OF THE THREE GAME MODES IS FAIRLY SIMILAR TO THE PUYO PUYO WE ALL KNOW AND LOVE.

mass. To make the blobs disappear, and thus stop the group from reaching the top, you must pick up a blob and physically place it with other blobs. This gives you a little more control over the action, and you’ll probably find it easier. This game doesn’t utilize the happy, mean and pacman balls, so things are therefore somewhat simplified.

Both the *Puyo Puyo*esque games can be played in either one- or two-player mode. If you manage to achieve large groups or set off chain reactions where multiple groups disappear, then the blobs you remove will drop onto your opponent’s screen in a frozen state. The novel concept here is that each playable character, as well as having a different animation, has a different pattern for



THE SECOND GAME MODE IS A LITTLE STRANGE, PUT THE PICK-UP-THE-BLOBS METHOD WORKS FAIRLY WELL.

## Balls, Balls, Balls!

THERE ARE THREE DIFFERENT BALLS IN PUZZLE DAMA AND IT’S IMPORTANT TO LEARN WHAT THEY DO.

### HAPPY BALL

THIS USEFUL BALL DEFROSTS ANY BLOBS THAT IT TOUCHES.



### MEAN BALL

THIS NOT-SO-USEFUL BALL FREEZES ANY BLOBS THAT IT TOUCHES.



### PACMAN BALL

WHEN THAWED, THIS BALL WILL EAT ALL THE BLOBS IN ITS WAY.



dropping blocks on opponents. Rather than simply dropping blocks from the top, they might be inserted at the bottom, or slipped in at the side, or even a combination of all three. With experimentation you can find out which kind of attack works best – on the first *Puyo Puyo*-type game for example, if the blocks appear at the bottom of the screen, they are often harder to remove than if they get dropped from the top.

## BOWLING BLOBS

The third game in *Puzzle Dama* is totally different from the other two. It’s a bowling game, and can be played by up to four players!

The bowling alley is viewed from the side, and players take it in turns to bowl at the skittles at the end of the alley using the analogue stick for power and spin. Although this section probably wouldn’t stand up as a game on its own (unless it was sold for a tenner) it is damn good fun all the same, and makes a nice change from frantic blob bursting.

All in all, *Puzzle Dama* is great fun, and the three-in-one game format probably makes it better value for money than, for example, *Puyo Puyo*. However, at £60 on import, it’s dubious whether it’s really worth the money to start with – after all, it is just a puzzle game. Then again, you’ll probably be coming back to this game



THE THIRD GAME MODE IS A COMPLETE TEN-PIN BOWLING GAME FOR UP TO FOUR PLAYERS!



THE MEAN-LOOKING BALLS ARE A BIT OF A PAIN. IF THEY MAKE CONTACT WITH YOUR BLOBS THEY TURN THEM INTO FROZEN BLOBS.

long after you tire of the current crop of platform, driving and sports games, so maybe it is worth it. The choice, as they say, is yours!

PUZZLE DAMA WAS SUPPLIED BY DEPARTMENT 1. GET IN TOUCH WITH THEM ON (0171) 916 8440.



FINISH PRACTICE MODE AND YOU’LL GET A CONGRATULATIONS MESSAGE, WHILE YOUR CHARACTER GETS BUSTED UP BY TWO SINISTER SHADOWS!

## 2nd opinion

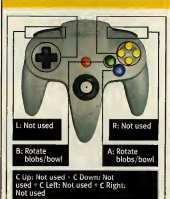
A MAD JAPANESE PUZZLE GAME WITH ANIME CHARACTERS SQUAWKING AWAY (LIVE LONG!) I HAVE NO PROBLEM WITH THAT! I DIDN’T LIKE *PUZZLE DAMA* QUITE AS MUCH AS *PUYO PUYO* BECAUSE IT TAKES LESS SKILL TO SET OFF CHAIN REACTIONS, BUT THE PARODIUS-STYLE MUSIC AND AMUSING BOWLING SUBGAME HELP MAKE IT A LOT OF DEMENTED FUN. **ANDY McDEMOTT**

### Rating:



## 64 THE BOTTOM LINE

### Controls



## Alternatives

*Puyo Puyo Sun 64*: Compile (import)  
Reviewed: Issue 8, 87%  
*Bust-A-Move 2*: Acclaim (£49.99)  
Reviewed: Issue 15, 91%

## Rating

### Graphics



### Audio



### Gameplay



### Lasting Challenge



### Overall



# 80

### Soundbite:

Two *Puyo Puyo* clones and a bowling game – three games for the price of one!

# Puzzle Dama is great fun!

Written by Andy McQuinn



THE ROY BRYANT HIMSELF PUTS IN AN APPEARANCE. FUNNILY ENOUGH, HE'S THE BEST PLAYER IN THE GAME.



YOU CAN CREATE YOUR OWN PLAYERS. THIS CAMP LOOKS UNBENEVOLENTLY LIKE TOM 'GIT' PARIS FROM VOYAGER...



...AND HERE HE IS IN PLAY. IN THEORY, YOU COULD CREATE AN ENTIRE TEAM OF PLAYERS WITH SUPERHUMAN SKILLS!

66

**Ninjo** **128 MB** **Publisher:** Nintendo **Game Type:** Basketball **Release Date:** Out now  
**Developer:** Left Field Productions **Origin:** Issue 14 (US) **Price:** £49.99

## Memory Options



**MEMORY:**  
SAVES LIMITED  
STATS  
**CONTROLLER PACK:**  
SAVES TEAM  
ROSTERS,  
SEASON RESULTS  
AND THE LIKE

# KOBE BRYANT IN NBA COURTS

## PAL Performance

● HOW DOES THE UK VERSION COMPARE IN TERMS OF SPEED TO THE IMPORT CART?  
**BORDERS:** NONE  
**SPEED:** NOTICEABLY SLOWER THAN NTSC GAME



**Pass! Shoot! DRIBBLE!** Make sure you **WIPE** up after yourself, **THOUGH!**



**IT'S A STRANGE GAME,** is basketball, especially if you're not American and haven't been bottle-fed on odd colonial sports since popping out of the womb. To the uninitiated, it looks like a bunch of very tall men in shorts running hither and yon over a wooden-floored tennis court, throwing a ball into a basket first at one end of the court, then the other. By the end of the game, the score is about 3,002 to 3,001. What's wrong with the Americans? Can't they appreciate the thrills of a nil-nil draw or a 27 all out? Cuh!

*Kobe Bryant in NBA Courtside*, apart from sounding like the name of a bad American sitcom, is one of the first members of Nintendo's 'Nintendo

Sports' line-up, much ballyhooed at E3. I still don't know (or especially care) who Kobe Bryant is, but the Kobester has put his name on quite a decent game.

## SPACE JAM

For the basketball-impaired, things are helped along by a very clever passing system; since the players in the game are professionals, the game assumes that 99 percent of the time they're going to chuck the ball around fairly accurately, so you rarely need to worry that you'll pass the ball only to find

## Camera Obscura

*NBA Courtside* HAS THE USUAL BUNCH OF CAMERA ANGLES AND ZOOM MODES YOU EXPECT FROM NBA SPORTS GAMES. SOME OF THEM WORK, SOME OF THEM... DON'T.



### ROW ZZ, SEAT 666 CAM

AS FOR AWAY FROM THE ACTION AS YOU CAN GET. YOU MIGHT AS WELL HAVE WATCHED ON TV - THE PLAYERS WOULD LOOK BIGGER.



### MICHAEL MEYERS CAM

RECREATE THOSE '90S/00'S POINT-OF-VIEW SHOTS FROM THE LINES OF HALLOWEEN AND *Friday The 13th: Part IV*, STAY RUNNING!



### SEAGULL CAM

THIS IS NOW LARGE, GARBAGE-EATING BIRDS: SEE THE WORLD - AS A COLLECTION OF MOVING TARGETS. INCOMING!



### BOX BROWNIE CAM

REMEMBER YOUR FIRST PHOTOS, WITH HEADS CHOPPED OFF AND JUST TOO LATE TO GET THE ACTION? RELIVE THOSE DAYS!



WHEN *NBA Courtside* HAS FOUR PEOPLE PLAYING, THINGS GET MANIC. THE MARKER ARROWS COULD DO WITH BEING A BIT MORE VISIBLE AT TIMES.

## IDE

empty space where you hoped there'd be a team-mate. Passing plays are made on the run by moving the analogue stick in the general direction of the player you want to pass to and pressing A. Although it sounds a bit vague, it's one of the best passing methods in any sports sim to date.

Glory-seekers can take a shot at the basket at any time by pressing and holding B. The chances of getting the ball through the hoop obviously increase the closer you are, but there is still the chance of pulling a blinder from the opposite end of the court.

switching the hand your player is dribbling with to prevent a steal, tell the other players on your team to block your opponents to give you a clear run at the basket and even commit a deliberate foul!

### LANKY YANKEE

With four people playing, *NBA Courtside* becomes a frenzy of pituitary-fuelled action. The small size of the court compared to a football pitch means that the action moves from end to the other very quickly, and the ease of passing keeps the game flowing like mercury through a teflon-lined pipe. Obviously it helps if you're into basketball, which is a small-time sport over here, but if you switch off some of the more incomprehensible rules like the numerous time-based penalties and goal tending (it's an offence to try to stop the opposition

## 2<sup>nd</sup> opinion

I'VE BEEN KNOWN TO CHUCK THE ODD BALL THROUGH A HOOP, AND *NBA Courtside* IS THE BEST SIMULATION OF THE GAME ON THE N64 BY A MILE. THE PASSING SYSTEM IS SMOOTHER THAN A VELVET CAT, AND THE GAME IS HEAVY ON PRESENTATION. IF YOU DON'T LIKE BASKETBALL YOU WON'T BE CONVERTED, BUT IT'S A GOOD, FAST VERSION OF THE SPORT. LOZ COOPER

**Rating:**  
★★★★★★



TAKING A FREE THROW IS AN ODD SUBGAME, WHERE YOU USE THE ANALOGUE STICK TO 'BALLANCE' A MOVING BASKET HOOP OVER THE ACTUAL BASKET.

of *NBA Pro '98*, *Courtside*'s only real competition, but the clarity of the American version is missing.

If you're a basketball fan with an N64, *NBA Courtside* will be an essential buy. It looks good, plays well and has enough options to choke a camel, as well as being loaded down with all the tedious statistics that American sports fans get so excited about. On the other hand, if the squeak of trainers on wood doesn't get your blood pumping it's not going to be next on your list after *Banjo-Kazooie*, but you might still be pleasantly surprised if you're willing to give it a go.

sketball fan, *NBA Courtside*

will be an essential buy

The whole thing is a bit random, since unlike a football game you can't pick a side of the goal to aim at, but then that's a problem all basketball sims are stuck with.

*NBA Courtside* has a wide range of offensive and defensive moves, which unlike some games are straightforward enough to use regularly in play. If you've got the ball, holding R puts you into defensive crouch while you look for someone to pass to, but to dole the same when you're trying to tackle an automatically keeps you right in the ball-holder's face. You can also do neat tricks like

from scoring a basket – the hell?, pretty much anybody can drop straight into the game and start playing.

It does have to be said that the PAL conversion is a bit disappointing. Although *NBA Courtside* runs full-screen on British TVs, there's a definite loss of speed compared to the NTSC game, as though someone had swapped the players' isotonic energy drinks for Horlicks. Everything also seems a little bit fuzziest than before – it's not the incredible Blur-O-Scope™



THE 'REVERSE' CAN BE SET WITH VARYING DEGREES OF STRICTNESS WHEN IT COMES TO SPOTTING FOULS, BUT EVEN DE CYNICS COULD SPOT THAT ONE!

## 64 UK UPDATE

magazine

Controls

L: Change up a gear  
R: Protection dribble  
B: Shoot  
A: Pass  
C-Up: P. 1st/2nd/3rd/4th/5th/6th/7th/8th  
C-Down: Switch  
C-Right: Player Control  
C-Left: Free Throw  
C: Block/Shot/Free Throw  
D-Pad: Not used  
Z: Turbo

### Alternatives

*NBA Hangtime*: GT Interactive (£59.99)  
Reviewed: Issue 5, 45%  
*NBA Pro '98*: Konami (£59.99)  
Reviewed: Issue 12, 68%

### Rating

#### Graphics



#### Audio



#### Gameplay



#### Lasting Challenge



#### Overall

85%

**Soundbite:**  
A WELL-PRESENTED GAME THAT'S FUN EVEN FOR THOSE WHO ARE NOT AFFLICTED WITH GIGANTISM!



Are you a **BASEBALL** fan? No? That's a **PITY**, because we've got **MILLIONS** of stick-related **CHEATS** this issue. Luckily, there's **PLENTY** of other **STUFF** as well!

## San Francisco Rush

**OOPS!** THE COVER BOOK WE GAVE AWAY free with issue 14, provided maps for all seven levels in *SF Rush*, the seventh being the secret Rock level. Only we didn't realise that we'd neglected to tell you how to get access to said track - doh!

### ACCESS SECRET TRACK

To begin with you need to have completed a circuit and have it stored in memory. If you haven't done this yet and want to speed things up, then try entering the following winning circuit code:

8DP5K6SL4G59P  
G92WVCQY0DRDQ

Apparently one or two versions of the game may not accept the above code, in which case use this one instead:

9DQLH6M5H6SQ  
H53XWCR01DTR

Once you've entered the code, finish the circuit. You then need to use the A and B buttons to move between selection screens.

1. On car selection screen: Hold C Left, press Z, release both and press Left.
2. On setup screen: Hold C Up, press Z, release both and press Up.
3. On track selection screen: Hold C Right, press Z, release both and press Right.
4. On car selection screen: Hold C Down, press Z, release both and press Down, L R.
5. Go to the track selection screen and choose track seven. Woohoo!

## Wetrix

### ALTERNATE FLOORS

COMPLETE THE EIGHT SINGLE player practice rounds, then go to the options screen and select the "Floor" option to toggle a new background colour and floor pattern. *Woopy.*



## Quake 64

You've got the completely mapped solution. You've got the cheat code which gives infinite everything. You're still rubbish at it? Try this cheat which lets you pass through walls, and if you still can't finish, give it up!

### NO CLIPPING MODE

Enter NOCLIP as a password.

## Forsaken

**FAST, FURIOUS AND GORY** WITH A MULTIPLAYER MODE THAT ARGUABLY rivals *Goldeneye* for addictiveness, *Forsaken* is definitely a must-buy for N64 owners. And if you've already bought it, here are some codes to make it even better!

### LEVEL SELECT

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the d-pad to select your mission.

### UNLIMITED NITRO

On the opening screen press B, B, R, Up, Left, C Up, C Up, C Left.



then be accessible from the Biker select screen. There are eight secret characters in total: Septre, Ex-Cop, Jo, Nubia, Cerbero, Mephistofun, HK-5, and Dr Nepenthe (Nutta).

If you've unlocked Battle mode you can also access the characters by killing them on one of the eight Battle mode levels. They also sometimes appear in Multiplayer mode as one of the CPU opponents (if you have them activated).

### SECRET CHARACTERS



### PSYCHEDELIC MODE

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

### WIREFRAME MODE

On the opening screen press L, R, Z, Left, Right, C Up, C Right.

### GORE MODE

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

### SECRET CHARACTERS

Hidden within the game are eight secret characters. If you manage to find them and kill them they will

## Major League Baseball Featuring Ken Griffey Jr

IT'S AMERICAN, IT'S A BASEBALL GAME, AND MANY OF YOU WILL PROBABLY NEVER buy it. However, for those die-hard fans out there, here's a few handy codes!

### BONUS TEAMS

Highlight 'Exhibition' and repeatedly tap all the C buttons together until you hear a noise to confirm that the code has been entered correctly. You'll now be able to access the Nintendo and Angel Studios teams from the 'All-Star teams' option.

### FIREWORKS

Access 'View Stadium' mode by pressing Z on the stadium selection screen, then press R & Z to launch some fireworks.

### CONTROL TITLE SCREEN BASEBALL

Hold Z on the title screen to stop the baseball spinning, then, still holding Z, move the analogue stick to control it.

# PSX POWER CHEATS

## PLATFORM GAMES

08900 308015

CRASH BANDICOOT 2, FRODOG, Tomb RASHER 2, CROC, Abe's Oddysey, KINGDA, PITHALL 3D, Pandemonium 2, RAY MAN, DEATHTRAP DUNGEON, FERAL FANTASY VII, Skull Monkeys, THEME HOSPITAL, CEX 3D

## SPORTS GAMES

08900 308016

ACTIA SOCCER 2, FIFA '98, NBA HANGTIME, NBA LIVE '98, TOTAL NBA '97, THREE LIONS, Madden, World Cup '98, ACIDAS POWER SOCCER, NFL '98, NFL Game Day '98, World League Soccer '98

## BEAT EM UPS

08900 308012

Bismado Blade, MORTAL KOMBAT, FIGHTING FORCE, Soul Blade, Bloody ROAR, CARDINAL SYN, Total No 1, NIGHTMARE CREATURES, Tekken 2 and 3, STREET FIGHTER ALPHA 2

## RACING GAMES

08900 308014

COOL BOARDERS, GRAND THEFT AUTO, BRITISH TOURING CAR, Test Drive 4, MOTORHEAD, VR POWERBOAT RACING, RAPID RACER, V-Rally, MICRO MACHINES V3, Need for Speed 2, Porsche Challenge, RAGE RACER, Rally Cross, F1 '97, FORMULA KARTS, Green Turismo.

## SHOOT EM UPS

08900 308013

Red Alert, Nuclear Strike, AUTO DESTRUCT, Colony Wars, MDK, ONE, Resident Evil 2, G-Police, Alien Trilogy, Doom, Dark Forces, Mech Warriors 2, Z, X-Com, Shadow MASTER, XEVIOUS 3D/GT, Ray Storm, CRITICAL DEPTH, STEEL REGIM, DARK OWEN, Diablo, Reboot.

## New Improved SERVICE!!

# N64 POWER CHEATS

## RACING GAMES

08900 395073

Diddy KONG RACING, EXTREME G, Top Gear Rally, 1080' SNOWBOARDING, MULTI RACING CHAMPIONSHIP, SAN FRANCISCO RUSH, SNOWBOARD KIDS.

## PLATFORM / SPORTS GAMES

08900 395074

MARIO 64, MISCHIEF MAKERS, Yoshi's Story, NHL Breakaway '98.

## SHOOT EM UPS

08900 395071

GOLDENEYE, LYALt WARS, Turok, DOOM 64, HEXEN, SHADOWS OF THE EMPIRE, QUAKE 64, Duke NUKEM 64.

## BEAT EM UPS

08900 395072

MORTAL KOMBAT, Mythology, MACE, WAR Gods, DARK RIET, MACE, Sub-ZERO, FIGHTERS DESTINY.

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## Mortal Kombat 4

IT'S FINALLY HERE! THE GAME ALL BEAT-'em-up fans have been waiting for! Well, all those that aren't still waiting for *Street Fighter*, that is. (Not mentioning any names... Andy.)

## ALTERNATE COSTUMES

Rotate the select screen pictures twice to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

## CHEAT OPTION

Highlight 'Continue' on the options screen then hold Run and Block until the cheat option appears.

## FIGHT AS GORO

Select the 'Hidden' icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

## FIGHT AS NOOB SAIBOT

Select the 'Hidden' icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and Block.

## FIGHT AS MEAT

Choose 'Group Mode' and win as all 16 characters.

## KOMBAT KODES

Input the following codes on the two-player 'Vs' screen where the character pictures are displayed facing each other. There are two three-digit displays at the bottom of the screen.

The first three correspond to the buttons on controller one, the second to the buttons on controller two.

The numbers indicate how many times you must press Low Punch, Block and Low Kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable Maximum Damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum Damage and Disabled Throws
131 131	Free Weapon
123 123	No Power
222 222	Random Weapons
321 321	Big Head mode
333 333	Kombat Kombat
444 444	Armed and Dangerous
555 555	Many Weapons
666 666	Silent Kombat

## Bust-A-Move 2

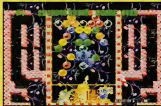
POSSIBLY THE MOST ADDICTIVE GAME ON THE N64 SO FAR, AND WHO CARES IF it's available on about 37 other formats?

## EXTRA LEVELS

On the title screen tap L, Up, R, Down. If you've entered the code correctly a *Bubble Bobble* baddie will appear on the bottom right of the screen. To access the new levels select puzzle mode, which will have the words 'Another World' underneath.

## HIDDEN CHARACTERS (PUZZLE MODE)

On the Puzzle mode screen before you select your first destination press Left, Left, Up, Down, L, R, L, R, L + R. This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.



## All-Star Baseball '99

THINK THAT AMERICANS WOULD LOOK BETTER IF THEY WERE TOTALLY FLAT WITH huge feet and heads? Or perhaps you'd like to see them abducted by aliens? Then try some of the following cheat codes!

## 2-D PLAYERS

On the main menu enter PRPPAPLYR.

## BIG HEAD MODE

On the main menu enter GOTHELIUM.

## TINY BATTER

Leave an open player lot for your team so it appears as 'Empty.' Select 'Home Run Derby', choose the 'Empty' slot and you'll get a player so small he is almost invisible. More time is needed for him to enter the batter's box before the pitcher can throw the ball.

## ALIEN STADIUM AND TEAM

On the main menu enter ATEMVBUIK (a Thomas Dolby reference, no less) as a cheat code and the phrase "Let the abductions begin" will confirm correct code entry. The Alienapolis stadium now be available from the stadium selection screen and the Abductors team will be enabled for that stadium.

Mike Piazza's  
Strike Zone

IT'S YET ANOTHER BASEBALL GAME! IF YOU'RE BY NOW TOTALLY BORED OF baseball, then the following selection of codes can be used to liven things up somewhat.

## CHEAT MENU

On the pre-game menu enter L, R, L, R. You'll need to activate this code before any of the others will work.

## BONUS STADIUM

On the pre-game menu enter Right, A, C Up, L, A.

## ALWAYS HIT HOME RUNS

On the pre-game menu enter L, A, Down, Right.

## CRAZY BALL

On the pre-game menu enter C Right, A, Z, B, A, L, L.

## CRAZY PITCHES

On the pre-game menu enter C Right, A, Z, C Up, R, B.

## VARIED PITCHES

On the pre-game menu enter C Right, A, Z, C Up, R, L.

## EASY STEALS

On the pre-game menu enter C Left, A, Down, C Up, Z.

## ALUMINUM BATS

On the pre-game menu enter R, A, Z, B, A, L, L.

## RED BATS

On the pre-game menu enter R, Down, B, A, Right.

## BLUE BATS

On the pre-game menu enter B, L, B, A, Right.

## PSYCHEDELIC BATS

On the pre-game menu enter Z, B, R, A.

## LOW GRAVITY

On the pre-game menu enter Up, R, A, L.

## INCREASED GRAVITY

On the pre-game menu enter Up, Down, L, R.

## FAST GAME

On the pre-game menu enter L, A, Z, R, B, A, L, L.

## SLOW GAME

On the pre-game menu enter Up, L, B, A, L, L.

## ALTERNATE SKY

On the pre-game menu enter C Right, A, Z, C Up, L, R, Z.

## BONUS TEAMS

On the pre-game menu enter C Right, A, Down, Left.

## HIDDEN MESSAGE

On the pre-game menu enter C Up, R, B, B.

## VIEW CREDITS

On the pre-game menu enter R, A, Z, R, C Right, A, B.



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# 64 ScoreZone

magazine



Compiled by Roy Kenner

● Well done to Adam Charlton from Buckden who is this month's winner of the Ultimate Player award with his top times on *Diddy Kong Racing*. A Trident pad and memory card are on the way Adam!

● This month sees the first scores for *Quake 64* – and about time too! We'd also like to thank the reader who suggested in their letter that the ScoreZone might be more accessible if people could send in photos as well as videos – duh, we'd, like, never have thought of that!

72

## ENTER THE ZONE!

FOLLOW THESE EASY STEPS FOR ACHIEVING ENTRY TO THE 64 MAGAZINE ANNALS OF FAME:

- Get a top score or time on an N64 game
- Take a photo or a video to record your time
- Send the photo of your prowess to 64 ScoreZone, 64 MAGAZINE, Paragon House, St Peter's Road, Boumemouth, BH1 2JS
- Include an SAE if you want your photos/videos back

## MUG SHOTS

THE BEST OF THE BEST MAY, IF THEY'RE lucky (and photogenic) enough, have the honour of getting their face in the magazine! Send us a snapshot of your grinning mug and who knows, you may end up gumming from our hallowed pages!

## DEADLINE DILEMMA!

FOLLOWING A NUMBER OF CONCERNED phone-calls to the 64 Magazine offices, we thought we'd better explain something about our editorial deadlines. Owing to design and printing pressures, by the time you get to read the latest issue of the mag, we're already halfway through writing the next one. If you don't send your scores in immediately, they probably won't make it into the next issue. Rest assured though that your scores will get printed (providing they're good enough) so please don't start phoning up demanding to know why they haven't. We do try to hold ScoreZone back from the printers as late as possible, so we're doing our best!

## VIDEO STARS!

SENDING US VIDEO PROOF OF YOUR ACHIEVEMENT? OKAY, REMEMBER TO FOLLOW THESE SIMPLE RULES!

- Please list on a sheet of paper, or on the video label, the scores which are on the video.
- Ensure that the video is in the right place, ready to go.
- Put your name on it! (I know this sounds obvious, but we've already had one anonymous entry)

## THE ULTIMATE PLAYER!

One person each month will be The Chosen One. Chosen, that is, to win themselves a Trident Pad and 256K memory card from Logic 3! The player whose prowess impresses us the most will win themselves the coveted title of Ultimate Player. It could be you – get ready to play!

For non-ultimate players, the Trident Pad costs £19.99 and the 256K memory card costs £6.99. You can call Logic 3 on (0181) 900 0024!



This is the section dedicated to **HARDCORE** gamers – can you **BEAT** the **BEST?**



## Goldeneye

### FACILITY – 00 LEVEL!

0112	Mi-chen Williams, Exeter
0117	Matthew Ien Ham, The Netherlands
0124	Matthew Stevenson, Dorset
0127	Danny Davis, Exeter
0140	Nick Terrell, 64 Man!

### BYELOMORYE DAM

0156	James Hurd, Surrey
0156	Matthew Ien Ham, The Netherlands
0156	Richard Lovelock, Newbury
0157	Jack King, Surrey
0157	Michael Williams, Exeter

### FACILITY

0158	Matthew Stevenson, Dorset
0160	Michael Williams, Exeter
0160	Richard Lovelock, Newbury
0165	Matthew Ien Ham, The Netherlands
0165	Danny Davis, Exeter

### RUNWAY

0164	Michael Williams, Exeter
0173	Mike Geller, Australia
0176	Matthew Ien Ham, The Netherlands
0176	Sam Doyle, Derbyshire
0176	Alex Fuller, Gillingham

### SURFACE 1

0183	Matthew Stevenson, Dorset
0184	Michael Williams, Exeter
0186	Matthew Ien Ham, The Netherlands
0190	David Hanson, Birmingham
0193	Alan Dundas, Arbroath

### BUNKER 1

0172	Matthew Stevenson, Dorset
0124	Matthew Ien Ham, The Netherlands
0024	Michael Williams, Exeter
0024	Richard Lovelock, Newbury
0028	Alan Dundas, Arbroath

### LAUNCH SLO

0126	Michael Williams, Exeter
0131	Nick Dundas, Arbroath
0131	Danny Dams, Boston
0135	Richard Lovelock, Newbury
0137	Matthew Ien Ham, The Netherlands

### FRIGATE

0133	Adam Tucker, Great Yarmouth
0135	Matthew Ien Ham, The Netherlands
0135	Matthew Stevenson, Dorset
0135	Michael Williams, Exeter
0135	Raymond Burton, Sheffield

### SURFACE 2

0173	Matthew Ien Ham, The Netherlands
0124	Matthew Stevenson, Dorset
0127	Sam Doyle, Derbyshire
0127	Raymond Burton, Sheffield
0127	Michael Williams, Exeter

### BUNKER 2

0146	Danny Dams, Boston
0121	Michael Williams, Exeter
0126	Matthew Ien Ham, The Netherlands
0135	Heron Loxdale-Smith, Dorset
0135	Matthew Stevenson, Dorset

## STATUE PARK

2:43	Matthew Ien Ham, The Netherlands
2:43	Raymond Burton, Sheffield
2:46	David Hanson, Birmingham
2:46	Michael Williams, Exeter
2:46	Richard Lovelock, Newbury

## MILITARY ARCHIVES

0:01	Michael Williams, Exeter
0:22	Matthew Ien Ham, The Netherlands
0:23	Richard Lovelock, Newbury
0:23	Sam Doyle, Derbyshire
0:23	Adam Tucker, Great Yarmouth

## STREETS

0111	Matthew Ien Ham, The Netherlands
0119	Michael Williams, Exeter
0:20	Jon Quarrie, Cambridge
0:21	Sam Doyle, Derbyshire
0:22	David Hanson, Birmingham

## DEPOT

0131	Michael Williams, Exeter
0131	Richard Lovelock, Newbury
0132	Tim Henderson, Henegate
0132	Matthew Ien Ham, The Netherlands
0132	Sam Doyle, Derbyshire

## TRAIN

0:52	Matthew Stevenson, Dorset
0:52	Michael Williams, Exeter
2:14	David Hanson, Birmingham
3:02	Raymond Burton, Sheffield
5:14	Kevin Searcy, Barry St Edmunds

## JUNGLE

0:49	Matthew Stevenson, Dorset
2:17	Michael Williams, Exeter
3:05	David Hanson, Birmingham

## CONTROL CENTRE

5:07	Michael Williams, Exeter
5:56	David Hanson, Birmingham
6:19	Mi-chen Williams, Exeter
8:36	John, UK (that narrows it down)
9:03	Imper Gungwar, Iceland

## WATER CAVERNS

1:11	Michael Williams, Exeter
1:24	Matthew Stevenson, Dorset
1:34	Richard Lovelock, Newbury
1:36	Adam Tucker, Great Yarmouth
1:36	Danny Dams, Boston

## CRADLE

0:08	Matthew Stevenson, Dorset
1:09	Adam Tucker, Great Yarmouth
1:12	David Hanson, Birmingham
1:21	Vicent Hommel, Netherlands
1:23	James Hurst, Surrey

## AZTEC COMPLEX

4:41	Michael Williams, Exeter
5:05	Adam Tucker, Great Yarmouth
5:11	Matthew Stevenson, Dorset
8:17	Raymond Burton, Sheffield

## EGYPTIAN TEMPLE

1:01	Michael Williams, Exeter
1:02	Adam Tucker, Great Yarmouth
1:04	Richard Lovelock, Newbury
1:05	Matthew Stevenson, Dorset
1:07	Jon Quarrie, Cambridge

## Mario 64

2001 cors: Ingvor Gunnarsson, K. land

## Turok Training Level

2:12 Michael Williams, Exeter

## Diddy Kong Racing

## ANCIENT LAKE

004203 Adam Charlton, Buckden  
004254 Stephen Henderson, Upminster  
004265 Thomas Ferrat, Norfolk  
004485 Richard Dunn, Boston  
004486 Mike Brear, Writal

## FOSSIL CANYON

010666 Adam Charlton, Buckden  
010800 Arthur van Dalen, Netherlands  
011238 Thomas Ferrat, Norfolk  
011373 Danny Dunn, Boston  
011381 R. M. Kammermans, Netherlands

## JUNGLE FALLS

001395 Adam Charlton, Buckden  
004566 Arthur van Dalen, Netherlands  
004845 Alan Dauds, Boston  
004875 Jason B. Warwickshire  
004890 Stephen Henderson, Upminster

## TREASURE CAVES

004771 Arthur van Dalen, Netherlands  
004931 Thomas Ferrat, Norfolk  
004941 Jason B. Warwickshire  
005005 Rob Pierce, Salisbury  
005031 Richard Dunn, Boston

## Nagano Winter Olympics

## BOBSLEIGH

5134 Simon Moorhouse, Doncaster  
5266 Peter Bell, Kent  
5349 Stu Heath, Kent

## ALPINE SKIING

12013 Simon Moorhouse, Doncaster

## SPEED SKATING 1500M

14098 Joe Hamid, Mitchellden

## CHAMPIONSHIP SCORE

1338 pts Simon Moorhouse, Doncaster

## Yoshi's Story

29266 Michael Williams, Exeter

## Wave Race

## SUNNY BEACH

1060782 Alan Dundas, Arbroath  
109795 Mark Bonnes, East Kilbride  
1106144 Danny Dunn, Boston  
116926 Paul Leah, Stockport  
119290 David Newson, Cambria

## SUNSET BAY

103390 Alan Dundas, Arbroath  
115620 Mark Bonnes, East Kilbride  
116456 Richard Dunn, Boston  
124908 David Newson, Cambria  
127442 Russell Auld, Renfrewshire

## DRAKE LAKE

1039305 Alan Dundas, Arbroath  
112902 Ross McKenzie, Arbroath  
1189514 Mark Bonnes, East Kilbride  
1255798 Mathis T. Clausen, Denmark  
131557 Richard Dunn, Boston

## GLACIER COAST

1109332 Alan Dundas, Arbroath  
136655 Douglas Bonnes, East Kilbride  
150599 Russell Auld, Renfrewshire  
153442 Sam Clifton, Bucks  
155701 Simon Hana, Middlesex

## PORT BLUE

1455931 Wyn Der Smok, Holland  
1460274 David Newson, Cambria

## SOUTHERN ISLAND

1295361 Alan Dundas, Arbroath  
140276 Philip Ho, Arbroath

## WINDMILL PLAINS

013845 Adam Charlton, Buckden  
015265 Kevin Steery, Bury St Edmunds

## HOT TOP VOLCANO

018276 Kevin Steery, Bury St Edmunds

## WALRUS COVE

016482 Kevin Steery, Bury St Edmunds

## SPACEDUST ALLEY

0104661 Arthur van Dalen, Netherlands  
020421 Matthew Syversen, Dorset

## DARKMOON CAVERNS

015070 Richard Dunn, Boston  
015660 Kevin Steery, Bury St Edmunds  
015805 Arthur van Dalen, Netherlands  
015810 Robert Gallagher, Southampton

## SPACEPORT ALPHA

014650 Danny Dunn, Boston  
014940 Arthur van Dalen, Netherlands

## STAR CITY

010390 Danny Dunn, Boston  
013746 Arthur van Dalen, Netherlands  
013488 Stephen Henderson, Upminster  
015831 Kevin Steery, Bury St Edmunds  
015063 Matthew Syversen, Dorset

## Snowboard Kids

## ROOKIE MOUNTAIN

030276 Mike Brear, Writal  
031000 Stephen Henderson, Upminster  
031006 Daniel Syversen, Norway  
031353 Alan Dundas, Arbroath

## BIG SNOWMAN

200276 Mike Brear, Writal  
202080 Stephen Henderson, Upminster  
203070 Daniel Syversen, Norway  
203736 Alan Dundas, Arbroath

## NIGHT HIGHWAY

137466 Daniel Syversen, Norway

## GRASS VALLEY

147190 Daniel Syversen, Norway

## DIZZY LAND

137353 Daniel Syversen, Norway

## QUICKSAND VALLEY

014050 Daniel Syversen, Norway

## SILVER MOUNTAIN

014296 Daniel Syversen, Norway

## NINJA LAND

024246 Daniel Syversen, Norway  
024260 Mike Brear, Writal

## ANIMAL LAND TRICK SCORE

5290 Robert Gallagher, Southampton  
7794 Mike Brear, Writal

## Top Gear Rally

## COASTLINE

023950 Kristoffer Thorbjornsen, Scotland  
024082 Chris Dunn, Boston  
025020 Richard Dunn, Boston  
025242 George Brennan, Ireland  
025290 Kullif S. Athwal, Dundee

## STRIP MINE

025021 Chris Dunn, Boston  
027042 Kristoffer Thorbjornsen, Scotland  
033770 Michael Kennan, Crossgar

## JUNGLE

051798 Chris Dunn, Boston  
051858 Kristoffer Thorbjornsen, Scotland

## YOSHI'S STORY

3998 Richard and Danny Dunn, Boston  
3460 Tony Oxtinoff, Copenhagen  
3234 Steve Dillman, Netherlands  
2926 Michael Williams, Exeter  
2890 Jason Whalley, Shildon

## Chameleon Twist

## JUNGLE LAND

0315 Robert Gallagher, Southampton  
0325 Zack King, Surrey

## ANT LAND

0927 Robert Gallagher, Southampton

## Tetrisphere

## RESCUE

796290 Barbet Koolmees, Holland  
3803490 Zack King, Surrey

## Fighter's Destiny

## RECORD ATTACK: FASTEST

05639 Tom Conroy, North Yorkshire

## RECORD ATTACK: ROBOE

12938 Tom Conroy, North Yorkshire

## Shadows of the Empire

## BATTLE OF HOTH

100544 H. H. de Swaen, Blesse  
100677 Fran, Liff-ber, The Netherlands

## ESCAPE FROM ECHO BASE

100546 Hans Laferle, The Netherlands  
100620 Matthew Swanson, Dorset

## THE ASTEROID FIELD

100636 Hans Laferle, The Netherlands

## MOS EISELEY AND BEGGAR'S CANYON

100232 Matthew Swanson, Dorset  
100626 Hans Laferle, The Netherlands

## IMPERIAL FREIGHTER SUPRASA

100313 Hans Laferle, The Netherlands

## SKYHOOK BATTLE

100735 Matthew Swanson, Dorset

## KIZOR'S PALACE

100758 Hans Laferle, The Netherlands

## Quake 64

## MAP 1: THE SUTGATE CLOX

0326 Michael Williams, Exeter

## MAP 2: CASTLE OF THE DAMNED

043 Michael Williams, Exeter

## MAP 3: THE NECROPOLIS

114 Michael Williams, Exeter

## Mischiefs Makers

47 bms Robert Gallagher, Southampton

## Extreme G

CITY 1  
210585 Michael Williams, Exeter  
210885 Hayeb Kamal, Cardiff  
21126 David Newson, Cambria  
21131 David Eley, Herefordshire  
212625 Michael Cousins, Somerset

## DESERT 1

210288 Michael Williams, Exeter

## Starfox/Lylat Wars

## OVERALL SCORE

2923 kils Andy Robson, Lincolnshire-Upper-Tyne  
2967 kils Arlon Hood, Hull  
2996 kils Craig Humphrey, Shiford Clay  
2998 kils Taty Luostariemi, Finland  
2974 kils Sam Doyle, Derbyshire

## CORNERIA

282 kils Andy Robson, Newcastle-Upper-Tyne  
282 kils Craig Humphrey, Shiford Clay  
244 kils Arlon Hood, Hull  
246 kils Matthew Kapellidis, Greece  
239 kils Daniel Syversen, Norway

## Mario Kart 64

## LUIGI RACEWAY

012194 Arthur van Dalen, Netherlands  
013130 Taty Luostariemi, Finland  
013944 Richard Dunn, Boston  
014612 Jason Whalley, Shildon  
015179 Russell Auld, Renfrewshire

## MOO MOO FARM

013232 Alan Dauds, Arbroath  
013739 Danny Dunn, Lincolnshire  
015059 Mathis T. Clausen, Denmark  
015670 Russell Auld, Renfrewshire  
015690 James Allsopp, Derby

## KEOPER TROOPER BEACH

013942 Alan Dauds, Arbroath  
015354 Jason Whalley, Shildon  
014017 Richard Dunn, Boston  
014852 Rob Pierce, Salisbury  
014840 James Allsopp, Derby

## FRAPPE SNOWLAND

002934 Arthur van Dalen, Netherlands  
002745 Alan Pierce, Salisbury  
002772 Rob Pierce, Salisbury  
002937 Danny Dunn, Boston  
003943 Russell Auld, Renfrewshire

## MARIO RACEWAY

005401 Taty Luostariemi, Finland  
010679 Richard Dunn, Boston  
010920 Matthew Bullman, Castledore  
011057 Daniel Syversen, Norway  
011869 Robert Gallagher, Southampton

## WARO STADIUM

001274 Danny Dunn, Boston  
001318 Jason Whalley, Shildon  
005382 Noza Norri, Western Australia  
005602 Brent Meyer, Western Australia  
002432 Richard Dunn, Boston

## MCOO MOUNTAIN

021664 Ingrid Gunnarsson, Iceland

## ROYAL RACEWAY

021275 Ingrid Gunnarsson, Iceland  
031427 Matthew Bullman, Castledore

## KALAMARI DESERT

011372 Alan Dauds, Arbroath

## YOSHI VALLEY

012568 Ingrid Gunnarsson, Iceland  
022259 Matthew Bullman, Castledore

## RAINBOW ROAD

043195 Alan Dundas, Arbroath  
043175 Ingrid Gunnarsson, Iceland  
055729 Matthew Bullman, Castledore

## BANSHEE BOARDWALK

020206 Arthur Van Dalen, The Netherlands  
020206 Alan Dauds, Arbroath

## DONKEY KONG'S JUNGLE PARKWAY

003528 Arthur Van Dalen, The Netherlands

## SHERBET LAND

055641 Alan Dundas, Arbroath

73









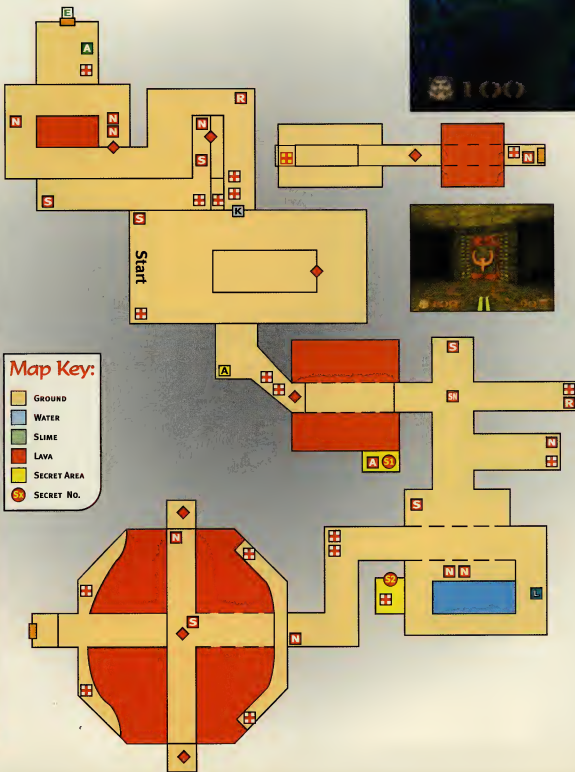
# QUAKE

The **TERROR** intensifies as we reach the **PENULTIMATE** part of our complete **MAPPED** solution!

**Level 15:**  
**The Tomb of Terror**  
**PASSWORD:**  
**5JR4 YLNZ**  
**XGBR DQ57**

## SECRET 2

Enter the dark room with the two Death Knights along the balcony and then jump into the water. Swim to the right to find a Mega Health in the second secret area located just underneath the small flight of stairs.







## WALKTHROUGH

Run down the right hand side of the stairs and obliterate the unsuspecting Ogre, then activate the switch behind the staircase. Now return the way you came and splatter a Death Knight approaching from the door in the left hand corner. Pass through the door to the left and stand on the floor switch to raise some stairs to cross the lava. Run up the stairs and splatter the Death Knight waiting at the top, then select your grenade launcher and continue along the corridor.

Blast the Zombies hiding around the corners then pick up the Super

## SECRET 1

After climbing the stairs rising from the first lava pool, stop at the top and look for a switch high on the right hand wall. Shooting this switch will cause a door to open just above the lava – it contains a portal. Jump into this portal to be transported to the first secret area located on the rafters above. Collect some Red Armour from this area and then drop off the right hand side of the rafters to return to the top of the stairs.



Nailgun and turn to the right. Enter the dark room directly ahead and fight a couple more Death Knights before climbing the stairs and following the balcony around to a lift. Ride the lift up and then turn to your left; you will see a dark corridor filled with more Zombies. Grenade the rotting undead wasters before entering the passage as it is riddled with nail traps, then run to the other end as fast as possible to limit the amount of damage you sustain.

Another Ogre waits at the far end, so give him a taste of your nailgun,

then enter the room ahead. Blast the Scrag floating around the entrance then step onto the floor switch to form a bridge across the lava pool. Walk to the centre of the pool and activate the switch on the floor to raise a bridge leading to the alcove on your right. Run over this new bridge and then activate the floor switch in the alcove, being careful not to be squashed by the spiked ceiling trap. Quickly turn around and slaughter a Death Knight and the pair of Scrag that have appeared behind you, then run across to the other side of the bridge and carefully activate the floor switch in the alcove there. The final bridge will now be raised and you can cross the lava pool and enter the portal to return to the foot of the stairs where you started.



Run up the stairs and turn around to total a Death Knight and an Ogre waiting in the doorway. Follow the passage to the end where you will discover another lava pool, and a floor switch which again causes a bridge to appear. As soon as the bridge is in position, run across as fast as you can and drop into the passage on the other side. Battle with the Death Knight here, then pick up the Silver Rune Key and step into the portal to return to the foot of the stairs. Turn to your left and open the silver door, then backtrack and blast the approaching Fiend. With the him out of your way proceed along the corridor and down the stairs to the very bottom, where you will find a switch on the wall. Activate the switch and then enter the room to your right.

There are lots of unfriendly Ogres waiting here (are there any other kind?), so introduce them to your super nailgun and then collect all the available Power-Ups. Finally, activate the switch on the right hand wall to open the door to the exit and return to the stairs. Climb back up the stairs then explode the Ogre waiting by the exit door. You can now pick up some green armour and jump into the portal to exit this level.

## Icons Key:

### WEAPONS & AMMO

- Double Barrelled Shotgun
- Shotgun Shells
- Nailgun
- Super Nailgun
- Nails
- Grenade Launcher
- Grenades
- Rocket Launcher
- Rockets
- Thunderbolt
- Cells

### HEALTH & ARMOUR

- Health
- Mega Health

- Green Armour
- Yellow Armour

- Red Armour
- Bio Suit
- Back Pack

### MAP FEATURES

- Lift
- Switch
- Quake Switch
- Radioactive Crate
- Gold Door
- Silver Door
- Exit

### KEYS

- Gold Key
- Silver Key
- Level 6 Rune Key

### POWER-UPS

- Pentagram of Power
- Quad Damage Rune
- Ring Of Shadows



## Level 16: Satan's Dark Delight PASSWORD: SCR1 DZCM JJ9Q LYL3

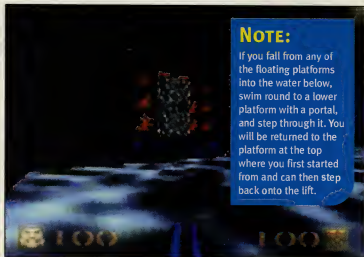
### WALKTHROUGH

Grab your nailgun and perforate the Ogres on either side of your starting position, then run down the slope and into a large open room. Dive into the pool and swim through the underwater tunnel into a large pool on the other side. Sink the Rotfish swimming here, then swim around the pool to locate an opening on the other side. Jump out of the water and

onto a small set of stairs leading upwards, then follow the passage around to the right. Slaughter the Ogre waiting beside the bridge stop, then turn to the right and nail the Ogre waiting on the central platform. Activate the switch on the left hand wall then cross the bridge to the far side, stopping to collect the Rocket Launcher on your way.

### SECRET 1

After popping the two Ogres that jump from the balcony, proceed through the exit door then turn around and shoot the yellow switch underneath the balcony platform. A set of stairs will appear, allowing you to climb up onto the balcony. In this secret area you will find two health power-ups, some rockets and some nails.



### NOTE:

If you fall from any of the floating platforms into the water below, swim round to a lower platform with a portal, and step through it. You will be returned to the platform at the top where you first started from and can then step back onto the lift.

Follow the corridor, then turn to the left and eviscerate the pair of Ogres waiting in the room at the bottom. Enter the room and activate the switch in the right hand corner, then turn around to blast the two additional Ogres approaching from the balcony above. Exit this room via the door to the left and follow the passage around to the central platform.

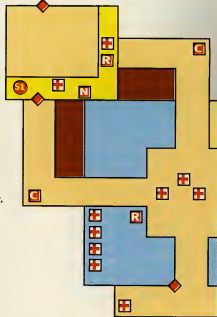
Walk straight through this central area and continue until you reach the far side of the pool. Activate the switch on the left and ride the lift up to the next floor, then walk forwards carefully, watching for an Ogre ambush from behind. Do the biz on this sneaky sod, then peer over the edge at the end and use your rocket launcher to take out the Ogre below. Once the coast is clear carefully step off the ledge and land on the platform below.

Step forwards onto a floating platform and allow it to carry you to the corner opposite, then jump off to do battle with some more unfriendly monsters. Follow the corridor to the end and step into the lift area – this will return you to the platform you started from. Step back onto the floating platform and again travel to the far end of the corridor, but this time stay on the platform and turn to the left.

As the platform moves towards the end of the hall, shoot the button above the door to squash the Ogre underneath, then turn to the right and make the Ogre on the platform below dance in time to your piercing bullets.

Stay on the lift until you are in front of the door with the switch above, then step into this area. Walk through the door to your left and step onto another floating platform the other side. To operate this ferry, turn around

and shoot the button on the floor behind you. Jump off this platform onto another raised ledge and then blast the Ogre and Zombie-walking in the room to your right. When the coast is clear, step onto the next floating platform to be carried over



into the next area, where a lift is waiting to take you to the next floor.

When the lift stops, quickly jump out and do battle with an Ogre and a Fiend before collecting the Power-Ups and heading down the corridor to the left. Blast the Ogre that stands in your way then walk carefully down the slope, ready to battle the Shambler that appears when you reach the bottom. Once the Shambler has shambled his last, you can now jump down to the edge of the lava pool and drop through the hole underneath the slope to finish this level.

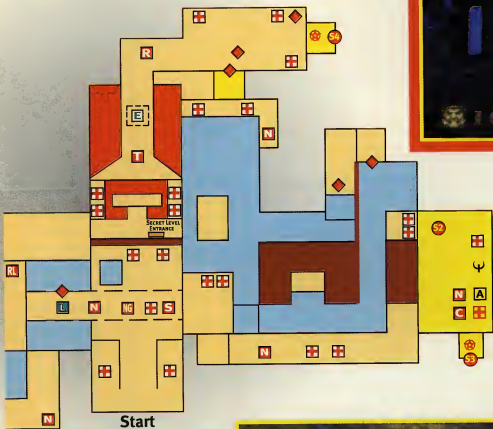
## SECRET 4

After defeating the Fiend and the Ogre at the top of the lift, shoot the red light in the right hand corner of the room to open the last hidden door. Turn to your right and walk into this secret area to collect another Pentagram Of Protection.



## SECRET 2

This second secret area becomes accessible the moment you set foot on the platform to the right of the doorway with the switch above. Walk into this bonus area to collect some Nails, Cells, Health, Mega Health, Yellow Armour and a Quad Damage Rune.



## SECRET LEVEL

If you walk around the ledge after you defeat the Shambler, you'll notice a portal on a platform beside the smaller lava pool. Jump down to this platform and step through the portal and you will be transported back to the room where you first started this level. Walk across the balcony and enter the portal above your original start point to be transported to the secret level.



## SECRET 3

While in secret area two, shoot the four coloured lights on the rear wall to open this secret area. Turn to your right and collect a pentagram of protection from inside a small niche in the wall.





## Level 17: Chambers of Torment

**PASSWORD:**  
49RX NPDD  
M1PH 9MXM

### WALKTHROUGH

Run straight across the bridge and climb the small flight of stairs into the castle. Burst the Death Knight and the Ogre on the left, then run to grab the ring of the shadows that they were protecting. Continue along the passage into the castle, turning to the left and nailing the oblivious Ogre in your way. Turn left again and take out the two stationary Scrag's ahead of you, then continue along the passage.

Blast the Ogre waiting near the corner, then use your super nailgun to

cut down the Fiend leaping out from behind a hidden panel. Grab the green armour then follow the passage to the right, quickly wasting the Vore before he gets a chance to fire any homing missiles at you.

Continue along the corridor, blasting the two caged Ogres at the end of the hall, then nail the Death Knight approaching from the right. Proceed along the passage that leads to the right, then get medieval on another deadly Vore in the next room. Collect the Nails and Health, then enter the dark area to the right to pick up the Silver Key. As soon as you have collected this key two Ogres will attack you from behind. Blast these two rogues, then head for the silver door.

Open the door and then stand back to eliminate the two Death Knights waiting inside. Now enter the room and descend the stairs, nailing the unsuspecting Fiend at the bottom, then blasting the Scrag floating around behind you. Use your rocket launcher to kill the Ogre on the ledge above you, then enter the room to your left to fight some more Death Knights. When the battle is over, quickly jump into the lift and ride up to the next floor – there is another

Death Knight here so keep your nailgun at the ready.

Follow the corridor along and to the left, exterminating another unfriendly Death Knight and collecting some necessary health and ammunition. Turn the corner to the right and then use your rocket launcher to blast the two Scrag's floating around at the end of the passage. When these enemies are gone, run forwards and drop into the circular room ahead, aiming for the switch just to the left of the central pillar. Stand on the switch to open the door opposite and then exit the room as quickly as possible to minimise the damage taken from the central nailtrap. As soon as you exit the room, the nailtrap will stop and you can concentrate on slaughtering the Ogre down the passage to your left.

Collect some more vital Health and Ammunition before taking a peek at the large lava-filled room to the right. Use the doorway to protect yourself from the bunches of flowers – sorry, homing missiles being fired by the two Vores on the upper bridge, then use your rocket launcher to blast them to pieces. With the Vores out of your way dash across the bridge and into the passage on the other side. Turn to your right and slaughter the approaching Death Knight, then follow the passage around to a long passage guarded by two Scrag's. Remove these floating foals, then walk along the passage and stamp on the floor switches to open the next door. When the third switch has been activated, quickly turn around and splatter the two Ogres that are attacking from your left.

At the end of the passage turn to the right and bifurcate the Ogre and Death Knight on the other side of the lava pool, then step through the door and nail the sneaky Scrag waiting on the ledge. Carefully walk onto the floating platforms to cross to the other side of the pool, then follow the corridor around to the left. Pick up the Gold Key, then turn to the left and hammer the Vore in the passage. Walk

80



### SECRET 1

After you collect the Silver Key, kill the two Ogres that drop down from the ceiling behind you, then look up. Shoot the switch in the middle of the roof to open a small door in the wall. Climb through this door and along the dark passage to find the first secret area. There is some Health and some Yellow Armour in this area. Further along the passage in another small room is a Quad Damage Rune and some Nails.



to the passage and open fire on the distant Fiend; he will be dead before he gets anywhere near you. Now wander along the corridor collecting the various power-ups and activate the switch on the end wall. Pass through the door to your right and then head down the stairs to your right and approach the gold door.

Open the gold door and nail the Scrag waiting in the entrance. Follow the passage to the right and then turn to your left to toast another couple of floating Scrag. Continue along the

corridor to the end and then kill the final Scrag around the last bend. Now take the lift up to the final bridge. Collect all the items in the doorway, then make a run for the other side of the bridge. As soon as you cross the centre of the bridge two Fiends will appear, one in front of you and one behind you. Waste the Fiend that's in front of you and run to the far side of the bridge to collect the Rune. Now turn around and shoot the Fiend behind you, then step through the portal to finish this level.



## SECRET 2

When you have killed the Death Knights in the room to the left of the gold door, jump into the lift and travel to the top. Now shoot the switch on the ceiling of the lift shaft to open a door behind you. Stand on the ledge and drop some pineapples on the two helpless Ogres below, then drop into this secret area to pick up some Rockets and some extra Health.





## Level 18: The Haunted Halls

**PASSWORD: o5s4 g4c2 93w3 10TT**

### WALKTHROUGH

Run around the corner to the right and use your rocket launcher to separate the Ogre on the ledge in front of you into his component parts. Unload a grenade at the two Zombies walking towards you, then proceed along the passage and ride the lift up to the next floor.

Walk around the balcony and cross the bridge to open the door, shooting the waiting Fiend before walking through the doorway. Turn to your left and take out the two Ogres and a couple of Zombies in the next small room, then enter the room and activate the switch in the right hand

corner to open the next door. Enter through the door and then cross the bridge and enter the portal – you will be transported to an other area inside the castle.

Turn to the left and follow the passage to the end, then turn left again and throw a few grenades into the hole in the floor. The central lift will hopefully rise with a dead Fiend on top. If not, roll up your sleeves and use your nailgun to finish the job, then step onto the lift in the right hand corner. On the next floor exit the lift and blast the two Ogres approaching from the right, then follow the corridor

## SECRET 3

After activating the switch beside the lava pool, look up to the left and you will see a small quake symbol on the ceiling. Shoot this tiny switch to open a secret area in the wall to your left. Inside this well-hidden secret area you will find a Mega Health, some Yellow Armour and a Quad Damage Rune.



and activate the switch in the lava room. Turn around and re-kill the Zombies behind you, then arm yourself with the rocket launcher and cross the bridge into the Ogre-filled room on the other side. Time for some hardcore slaughter!

When the Ogres are all dead, enter the room and follow the path that heads to the left, then turn to the right and jump onto a lift. On the ledge above collect all the Ammunition and then activate the switch on the wall, before returning to the lift and dropping down to the floor below. Follow the corridor directly in front of you onto a T-shaped bridge above a large lava pool, then shoot the switch on the right hand wall. Nuke the Ogres that appear on either side of you, then throw a few grenades through the hole-in-the bridge to kill the Vore in the cage below.

Now jump down into the cage, stand on the central switch, and shoot

the switch on the wall, and you will be teleported back onto the bridge. The door on the opposite side of the bridge will now be open, so run forwards and jump the hole in the bridge to follow the passage beyond. Turn right, then left and walk down some stairs into a small room. There are two Death Knights hiding around the corner at the bottom of the stairs; make them into Dead Knights with your super nailgun, then walk into the Naltrap Hall.

Wait to witness the Ogre who leaps off the ledge to the right, then dash through the deadly traps to the end of the passage. Turn to the right and terminate the nearby Ogre before aiming a few careful rockets at the Vore on the other side of the lava pool. Enter the room and activate the switch in the left hand corner to operate a lift to the right, then aim some rockets at the Ogre and Death Knight on the ledge above your head. When these two enemies have been destroyed, jump onto the lift and ride up to the bridge on the level above. Walk over

## SECRET 4

Stand on top of the bridge across the lava pool and turn to your right. Shoot the Ogre in the cage beside the lava pool, then leap across the pool to land on top of the

Ogre's cage. A hidden door will open in front of you, giving you access to the last secret area on this level. Inside this small passage you will find some nails and a pentagram of protection, then you can exit the area by jumping back down into the Naltrap Hall.







the bridge to the wall on the far side, then drop over the edge to the right and pick up a couple of Health Packs. Quickly turn around and battle with the Ogre emerging from the passage to the right, then run down this little corridor and jump into the portal at the end to finish this level.



Start

## SECRET 2

After activating the switch on the balcony, above the Ogre-filled room, drop over the ledge by the lift then turn around to face the lift again. The second secret area is located below this lift, so step onto the lift and then step back quickly once it begins to move. Now drop down the hole underneath the lift and collect a Mega Health from secret area two before stepping into the portal to return to the Ogre room.



## SECRET 1

In the Ogre-filled room with the lava pools around the edge, shoot the vent in the right hand wall to open a hidden niche and operate a small bridge across the lava. Walk across the bridge to collect a quad damage rune from inside the first secret area.

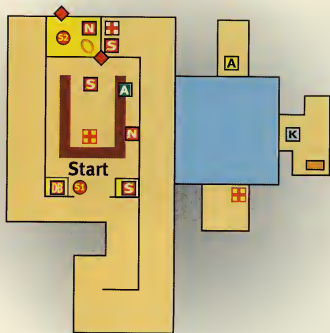




**Level 19:  
The Tower of Despair**  
**PASSWORD:**  
**41R9 6PFG**  
**WGBQ 5BCH**

**WALKTHROUGH**

Drop through the hole in front of you and collect the items in the room below. Exit through the doorway and blast a pair of Knights, then follow the winding passage to the left, splatting the Ogre that stands in your way. Turn to the left and kill another pair of Knights before continuing along the passage and jumping into the pool on the right hand side. Grab your super nailgun and pop the Shambler at the bottom, then use the lift to collect all the power-ups on the ledges above



your head. Exit this area through the door in the left hand corner and follow the corridor to the end.

Around the next corner a Vore is waiting, so throw a few grenades around it, then enter to finish the job. Grab the Quad Damage Rune and disembowel the approaching knights, then proceed along the darkened passage to a T-junction.

Take the path to the left and eliminate the Ogre waiting on the sloped walkway, then blast his mate on top of the ledge at the rear of the room and climb the slope to the top. Turn around and leap onto the small ledge opposite, then turn to the left and climb onto the highest ledge. Sneak through the small passage in front of you and drop down to the

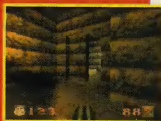
**SECRET 1**

Drop through the hole in the floor to the room below, then shoot the glass window to reveal a switch underneath. Activate this switch to open the cages in the corners opposite, then collect a Double-Barrelled Shotgun and some Shells from this secret area.



**SECRET 2**

From Secret One, exit through the door and follow the passage to the right. Massacre the two Knights at the end of the corridor, then shoot the wall on the right-hand side to open the second secret area. Inside this small room you can collect some Shells and a Ring of Shadows.



## SECRET 4

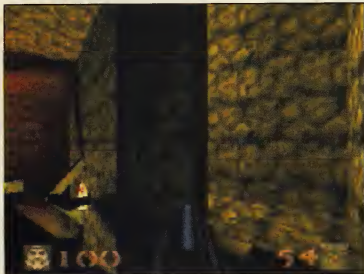
After you have activated the dagger switch over the hole in the floor turn and shoot the wall to the right. Pass through this dark passage and drop onto the ledge below, to find the last secret on this level. Here you can find two Health Power-Ups and a pair of gruesome Ogres.



floor to the left of the caged area. Deal with the two Knights around the corner then follow the passage to the end, killing the Ogre who is guarding a dagger shaped switch on the wall.

Activate the switch and enter the small room to the right, then head for

the Silver Key. You will be teleported back to the top of the pool where the Silver Key is located, so pick it up and dive through the portal on the left. Blast the wall directly in front of you and jump into the passage hidden behind. Ride the lift to a small room at



## SECRET 3

Climb the thin ledges and pass through the small passage at the back of the room. Stop on the ledge and peer over the edge and you will see a Mega Health on top of the cage below you. Leap onto the cage to collect this Mega Health Power-Up from the third secret area.

the top, then kill the waiting Death Knight and activate the dagger shaped switch opposite the lift.

Drop through the hole underneath the switch and turn to your left to battle the pair of Ogres who emerge from behind the door you just opened. When the Ogres are gone, enter the room carefully and walk up to the spikes in the floor to activate the trap. After the gate has crashed to the floor, jump through the gap into the passage behind.

Walk to the end of the corridor and then turn around to your right, avoiding the nailtrap on the wall. Proceed to the end of the passage. Carefully walk over the thin bridge and onto a small ledge along the right hand wall. All you need to do now is follow the ledge around and step through the portal around the corner to be teleported to the final room. You can now step through the portal to return to the castle or open the silver door to exit the level.





## Level 20: The Elder God Shrine

### PASSWORD: 4XR4 TP59 X7BQ 3PX7

#### WALKTHROUGH

Select your nailgun and waste the Fiend directly in front of you, then collect the Nails and a Mega Health before shooting the window to open the door behind you. Walk into this square room and head for the door to your right, shooting the pair of Knights standing in the doorway, then

running up the slope to wipe out the Ogre that's firing grenades at you.

Now head back down the slope, run into the small corridor at the back of the room and activate the switch on the rear wall. Proceed around the passage and then flatten the Knights appearing from underneath the slope. Walk into their little hiding place and



#### SECRET 1

Jump onto the lift and rise to the ledge beside the silver door. Behind the two yellow posters on the back wall lies the first secret area containing two Health Power-Ups.

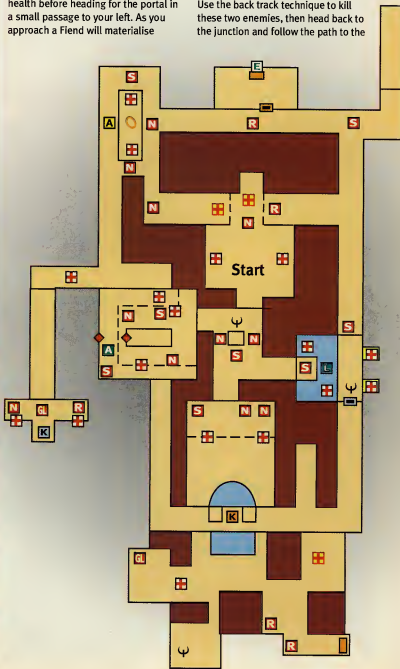


activate the switch hidden in the darkness, then exit the room and head for the room to your right again. In the next dark room nail the two Scraggs floating above a small pool, then drop off the ledge and splatter the two Ogres hiding behind you. With all the monsters out of your way, collect the Power-Ups in the Ogres' hole and dive in to the water.

Swim through the underwater passage and you will emerge outside in the cemetery. Grab your grenade launcher and head for the Quad Damage Rune in the far right hand corner, then head to the left to find a Mega Health surrounded by Zombies. Splatter the Zombies and grab the health before heading for the portal in a small passage to your left. As you approach a Fiend will materialise

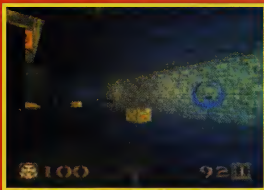
in front of the teleporter – show him how the quad damage works, then jump through the portal. You'll appear in front of another small pool with a couple of Scraggs floating around above you. Blast these two monsters, then dive into the pool and run up the small bank and onto the lift.

Ride the lift up and jump onto the ledge, then walk through the door to your left, ready to nail a Spawn who is waiting in the darkest corner. Continue along the passage to the end and rupture the two Knights hanging about on the corner, then follow the passage to the left. Walk past the gold door and you will arrive at a T-junction, where two Fiends are waiting to ambush you. Use the back track technique to kill these two enemies, then head back to the junction and follow the path to the



## SECRET 2

Stand in front of the gold door and follow the passage to the right. At the end of the passage turn to your left and into a large room, where you will find a switch on the far wall. When you activate this switch, the floor will lower revealing the second secret area below. Blast the waiting Zombies then collect some Armour, Nails, Shells, a Double-Barrelled Shotgun and a Quad Damage Rune.



right. Have your grenade launcher at the ready, then collect the Yellow Armour around the corner and turn to your left. Decompose the Zombies in the hidden room to your left and pick up some Health and a Ring of Shadows to help you to move around unnoticed. Follow the passage to the end, then turn to the right and stop before you run along the red corridor.

As you run down this passage the floor will begin to slide away, revealing a red-hot Dutch – er, lava pool beneath your feet. Run along the right hand wall and then jump over to the ledge in front before the platform beneath your feet disappears completely. Nail the Fiend behind the hidden wall then collect the Silver Key and head back along the red corridor, keeping to the left hand side this time.

At the end of the passage, turn right and right again, and walk onto the balcony of the room with the slope. Run down the slope and nail the Fiend waiting around the corner, then head back to the square room and take the door opposite, riding the lift back up to the silver door.

Pass through the silver door and run along the corridor to the end, then turn to the right and splatter the troop of Knights charging towards you. Run straight along the passage and collect



the Gold Key from on top of a small rise then hack down the trio of Knights in front of you. Keep moving along this passage and you will arrive back at the room with the slope, this time through the door on the other side. Again, proceed down the slope and into the square room, then take

the door almost opposite and ride the lift up towards the silver door. This time turn to the left and follow the passage to the end, then turn to the left again and open the gold door. Kill the Ogres standing just inside the door, then step through the gate to exit this level.

## SECRET 3

This third secret area is extremely well-hidden and is accessed from inside the second secret area. Jump onto the central lift to rise back to the floor above, then jump straight back off and dive through the portal underneath. You will now be teleported into the final secret area where you can collect two Health crates, some Nails, some Rockets and some Red Armour.



ACTIVATE THIS SWITCH ON THE WALL, THEN LOOK FOR THE SECOND SWITCH HIDDEN IN THE DARK UNDER THE SLOPE.



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# 64 INDEX

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## 1080° SNOWBOARDING

Publisher: Nintendo

Reviewed: Issue 12

Price: Import

80 percent



A very playable and polished snowboarding simulation from the team that created *Wave Race*, with an absolutely superb control method that is probably the most realistic in any sports game ever. The realism and graphical excellence has a price, though: there are only six race courses. However, the stunt modes should help most people get over this.

## AERO FIGHTERS ASSAULT

Publisher: Video System

Reviewed: Issue 15

Price: £59.99

20 percent



A distinctly poor attempt to do an air combat game on the N64, from the makers of *Pilotwings*. Although the planes themselves are well-modelled, the game as a whole is appallingly slow, with massive borders. It also suffers from badly thought out level designs where the bosses can be attacked right from the off, meaning some stages can be over in moments. Complete rubbish.

## AERO GAUGE

Publisher: ASCII

Reviewed: Issue 15

Price: £59.99

40 percent



Envious eyes looked upon the PlayStation and the success of *Psygnosis's Wipeout* games. A plan was set in motion - clone *Wipeout* for the N64. The bad news was that the cloning process was faulty, bringing a monster into the world. *Aero Gauge* is a spectacularly bad game - it's grotesquely limited in scope, lacking in speed and has the world's worst pop-up effects.

## AIRBOARDER

Publisher: Human

Reviewed: Issue 14

Price: Import

80 percent



Office - in fact, general - opinion was divided over this game. Either you really like it, or you really hate it. It's definitely one that you should try before you buy. The game itself is a hoverboard sim (if you can simulate something that doesn't exist) played out over a number of bizarre courses. Incrementally additive or boring as hell? You be the judge.

## ART OF FIGHTING TWIN

Publisher: Culture Brain

Reviewed: Issue 10

Price: Import

72 percent



The N64 has not, to date, been blessed with any 'beat-'em-ups of the standard *Street Fighter*, *Felker* or *Virtua Fighter*. However, *Art Of Fighting Twin* manages to get a few punches in. The 'Twin' part of the name comes from its two modes - normal or super-deformed. Some entertaining battles can be had, though it relies too much on easily-performed super moves.

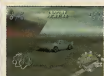
## AUTOMOBILI LAMBORGHINI

Publisher: THE Games

Reviewed: Issue 8

Price: £59.99

68 percent



Tilus's racer tries to give the sensation of head-to-head duelling in expensive supercars, but doesn't quite succeed. There isn't enough of a sensation of speed to make you believe you're really hammering along in a Lamborghini. Having the cars race in a pack rather than being spread out does make things interesting, though, and the four-player mode provides some excitement.

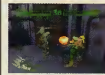
## BIO FREAKS

Publisher: Midway

Reviewed: Issue 15

Price: Import

82 percent



The search for a truly great N64 'beat-'em-up is now near an end, with *Bio Freaks* being a massive improvement over all that have gone before it. Although it suffers a little bit from the slightly stop-start gameplay that seems to be a characteristic of Midway fighters, the addition of flight, guns and severed limbs makes *Bio Freaks* a very entertaining (and bloody) experience.

## BLAST CORPS

Publisher: Nintendo

Reviewed: Issue 3

Price: £59.99

80 percent



One of those games that defies categorisation, *Blast Corps* is best described as a combination of racing game and puzzler. A nuclear missile carrier is rolling towards destruction - you have to use a variety of vehicles to clear a safe route for it. It's destruction on a massive scale and good fun, though not that long-lasting unless you're into exploring every square inch.

## BOMBERMAN 64

Publisher: Nintendo

Reviewed: Issue 9

Price: £59.99

80 percent



On the SNES, the multi-player game made this a classic. On the N64 the battle mode is a profound flop, but the one-player game almost compensates. *Moro*-style landscapes can be solved - not by running and jumping, but with careful placement of bombs! It's a game that grows on you, but it'll never have the appeal of its 16-bit ancestor.

## BOMBERMAN HERO

Publisher: Hudson Soft

Reviewed: Issues

Price: Import

52 percent



There's a weird yin-yang karmic balance thing going on with the *Bomberman* games - as Hudson Soft put more effort into the one-player game, the multi-player side of things gets neglected until we arrive at *Bomberman Hero*, with no multiplayer game at all! What madness is this? Without a battle game to back it up, and with stupidly easy levels, this is a complete waste of time.

## BRAVE SPIRITS WRESTLING

Publisher: Hudson Soft

Reviewed: Issue 12

Price: Import

65 percent



The N64's second wrestling game after *WCW Vs AWO*, and it suffers in comparison. Although the look of the game is a lot clearer, with the wrestlers looking particularly solid, where *Brave Spirits* (or *Darkoo Road*, if you prefer) falls down is in the gameplay, which isn't anywhere near as flowing as *WCW*. The obscure Japanese wrestlers don't help much either.

## BUST-A-MOVE 2

Publisher: Acclaim

Reviewed: Issue 15

Price: £59.99

64 91 percent



Simple graphics. Infuriating chirpy sound. Uncomplicated gameplay. A high price when compared to the identical PlayStation and Saturn versions. So how come *Bust-A-Move 2* got such a high mark? Because it's just insanely playable, that's why! Even as a single-player game it's fun, but get a mate to compete with you in some bubble bursting and you'll never put it down!

## CHAMELEON TWIST

Publisher: Ocean

Reviewed: Issue 10

Price: £59.99

64 percent



One of several *Morio* clones that the N64 has thrown up, the only innovation here being that the central character uses his prehensile tongue to haul himself around and destroy enemies. A stupid camera system which makes it hard to follow the action lets the game down badly, as does its astonishing easiness - the game can be completed in next to no time.

## CLAYFIGHTER 63½

Publisher: Intertay

Reviewed: Issue 8

Price: £59.99

08  
percent

Worst game on the N64 without a doubt, and a strong contender for worst game of the decade. Aside from some mildly imaginative 3-D backgrounds, there isn't a single thing about this game that rises above the level of 'abysmal'. Fuzzy, jerky graphics, inept and clumsy controls and the most annoying sound effects since the last Jim Carrey film make this a true curer.

## CRUIS'N USA

Publisher: Nintendo

Reviewed: Issue 10

Price: £34.99

22  
percent

One of the N64's earliest games, dredged up for some unaccountable reason nearly 18 months later for a UK release. Even those desperate for new games should avoid this — it might have a very low price for an N64 title, but it's also got a very low quality level! Shockingly inept stuff that makes even *Multi Racing Championship* look like a polished diamond.

## DARK RIFT

Publisher: Vic Total

Reviewed: Issue 4

Price: £59.99

47  
percent

Blah blah blah dimensional rift. Blah blah blah fighters from all time zones brought together. Blah blah blah battle for ultimate power. A tedious scenario that is perfectly suited to this tedious game. It might have attractive and quite smooth visuals, but the gameplay is both boring and derivative of other, far superior, games. As bland as a meal of Cream Crackers.

## DIDDY KONG RACING

Publisher: Rare

Reviewed: Issue 7

Price: £59.99

86  
percent

**DIDDY KONG RACING — ANIMALS IN GO-KARTS, EITHER AN INSANE FEVER DREAM, OR A CORPORATE HOSPITALITY EVENING.**

Putting Nintendo's own *Super Mario Kart* to shame, Rare's huge racing-slash-exploration game provides some genuinely stunning visuals, great multi-player action and challenging tracks. Even when you've completed it there are still more secret levels to discover if you can live with the over-the-top characters, this is the one racing game that you really need to have.

## DOOM 64

Publisher: GT Interactive

Reviewed: Issue 1

Price: £59.99

70  
percent

Not a bad attempt to update the classic-but-elderly PC game, with all-new levels and redesigned monsters to annihilate in an orgy of blood and guts. Although it's been outclassed by *Goldeneye*, the no-nonsense gameplay of *Doom* should still have appeal for those who want their killing spaces unencumbered by the need for any troublesome thought or subtlety.

## DORAEMON

Publisher: Epoch

Reviewed: Issue 3

Price: Import

30  
percent

The first attempt to copy *Mario 64*, which is... well, a copy of *Mario 64*, only with the (very) slight difference that you can choose between five characters with marginally different abilities. Well, woo-hoo. There's lots of Japanese text so puzzle solving becomes a matter of trial and error, but since the puzzles are so straightforward it's really just a trial.

## DUAL HEROES

Publisher: Hudson Soft

Reviewed: Issue 9

Price: Import

20  
percent

Even the N64's staunchest supporter will admit that in the field of fighting games it comes absolutely bottom of the world, and *Dual Heroes* just rubs it in with sandpaper. Any beat-'em-up that requires absolutely no skill whatsoever to defeat is not going to hold the interest, and the colour scheme the game uses is like being stabbed in the eye.

## DUKE NUKEM 64

Publisher: GT Interactive

Reviewed: Issue 7

Price: £59.99

84  
percent

**DUKE NUKEM 64 — THE BATTLE OF SUBMACHINE GUNS, THE SCREAMS OF THE DYING, THE SMELL OF CORROSE, AHH, BUSS.**

The gravel-larynxed hero of the PC sticks his Docs onto the N64, with creditable effect. Although *Duke Nukem 64* looks rougher around the edges than *Goldeneye*, it boasts more levels and a refreshingly lax attitude to collateral damage. Despite it being an 18 certificate, Nintendo have nevertheless insisted on cuts (no more booze or nekkid babes), but it's still entertaining.

## EXTREME G

Publisher: Acclaim

Reviewed: Issue 7

Price: £59.99

80  
percent

Take on a trackful of hi-tech bikers in this demotically fast futuristic racer. An array of weapons and the option to have up to four players compete on either the roller coaster racetracks or the confined battle arenas adds to the fun. Probe Software's attempt to out-*Wipeout* *Wipeout* does a fine job, although some of the twisting courses do involve more luck than skill.

## F1 POLE POSITION

Publisher: Ubi Soft

Reviewed: Issue 6

Price: £59.99

63  
percent

Return to the ancient days of 1996, when Damon Hill actually stood a chance of winning races, in this Formula One simulator. It's a slightly improved version of the Japanese *Humon Grand Prix*, but some of the fundamental problems of the original — like unrealistic car handling and a lack of believable crashes — still remain, hampering enjoyment.

## FIFA 64

Publisher: EA Sports

Reviewed: Issue 2

Price: £59.99

20  
percent

Hhhhuurhhhh-pfftttt! Footballers are well known for their gobbing — the chances are they're thrashing their opponents at this. *FIFA 64* is a truly horrible football game, as thrilling as the Chelsea Pensioners' Sunday League and as realistic as William Shatner's hair. Even wholesale price cutting couldn't help it. Luckily, the sequel is a drastically better proposition.

## FIFA: ROAD TO WORLD CUP '98

Publisher: EA Sports

Reviewed: Issue 9

Price: £59.99

80  
percent

A vastly improved follow-up to *FIFA 64*, *FIFA '98* remembers to include little game-tweaking things like realism and playability. The players now respond to your actions, for a start. A hugely comprehensive management option makes this the definitive choice for budding Glenn Hoddles, though in terms of gameplay *ISS 64* still just slots the winner home.

## FORSAKEN

Publisher: Acclaim

Reviewed: Issue 14

Price: \$59.99

64  
93  
percent



FORSAKEN - INVEST YOURSELF OF SURPLUS BODY PARTS WITH A LITTLE HELP FROM YOUR FRIENDS.

Iguana UK's debut N64 game is a genuine smash – a first-person blaster that both looks spectacular and offers lots of challenge. As a futuristic bounty hunter, you've been commissioned to rid the Earth of its evil robot overlords, which involves you wasting every single one of them. Personally, Great gameplay, intelligent enemies and a violent deathmatch game – what more could you ask for?

## HEXEN

Publisher: GT Interactive

Reviewed: Issue 5

Price: \$59.99

30  
percent



A Dungeons & Dragons-style take on Doom, though unlike Doom 64, Hexen hasn't been updated from its PC roots. This means blocky graphics, an abundance of nasty brown textures making everything blend together on screen and no real thrills. Play the four-player game and you'll think someone's rubbed Bisto into your eyeballs, such is the fuzzy brown-ness.

## FIGHTER'S DESTINY

Publisher: Ocean

Reviewed: Issue 11

Price: \$54.99

80  
percent



The N64 finally gets itself a decent beat-'em-up – it only took, what, 18 months? It's very much like Sega's Virtua Fighter in terms of play, though that's not such a bad thing as VF is one of the best fighters around. While the graphics aren't anything special, the depth and range of moves more than makes up for this shortfall. This is the one N64 fighter you really should own.

## THE GLORY OF ST ANDREWS

Publisher: Sega

Reviewed: Issue 3

Price: Import

10  
percent



Golf, as has been noted in the past, is a good walk spoiled. This game, on the other hand, is good silicon wasted. St Andrews is a truly pathetic piece of simulation, featuring a St Vitus control method and fairways that look as much like the real St Andrews as they do the surface of the Moon. Bruce and Tarby would turn in their graves if they were dead.

## G.A.S.P!! FIGHTERS' NEXTREAM

Publisher: Konami

Reviewed: Issue 13

Price: Import

70  
percent



Fighting action with a novel twist – you get to design your own characters, a fighter creation option adds interest to Konami's beat-'em-up hopeful, but unfortunately the gameplay at the core of G.A.S.P!! is lacking. The fighters aren't all that responsive, and their movement is often jerky. All in all, G.A.S.P!! has some good ideas, but it's let down by rather clumsy execution.

## GOLDENEYE

Publisher: Nintendo

Reviewed: Issue 5

Price: \$49.99

95  
percent



GOLDENEYE – TAKE SHARPE OFF THE SCREENS FOREVER BY THROWING SEAN BEEBE FROM A RABBIT TELESCOPE.

Best game on the N64 and quite possibly one of the best videogames of all time. Rare's stunning James Bond game is a winner whether you play in the one-player adventure game or the friendship-wrecking multi-player deathmatch. If you own an N64, then you just have to have this game or else face social ostracisation and the taunts of small children in the street.

## ISS 64

Publisher: Konami

Reviewed: Issue 3

Price: \$39.99

64  
93  
percent



ISS 64 – THE FOOTBALL GAME THAT'S ACTUALLY BETTER THAN THE REAL THING. DOGGY HEAT PRES NOT INCLUDED.

Still the best football game around on any system, though a World Cup edition is apparently due later in the year. Footie purists maintain the Japanese original – J-League Perfect Striker – is slightly better, but ISS 64 is the ultimate example of the Beautiful Game. Another essential purchase – and it's now at a low price! Buy it now – why are you waiting?

## I-LEAGUE DYNAMITE SOCCER

Publisher: Imagineer

Reviewed: Issue 6

Price: Import

44  
percent



The word 'average' could have been coined with this game in mind. Although in some ways it looks similar to ISS 64, it suffers badly from a lack of variety in the kicks and its players can perform, and it's also a real task trying to keep track of which player you're controlling. Not bad, not good, not really worth even thinking about when there's ISS instead.

## JEOPARDY!

Publisher: Take 2

Reviewed: Issue 14

Price: Import

30  
percent



Answer: abysmal, appalling, a travesty of videogame programming, major league suckage, more pants than Marks & Spencer. Question: what is Jeopardy? This N64 conversion of a quiz show that nobody in Britain has ever seen (with good reason) is truly ghastly; useless visuals, America-only questions and all the appeal of a herpes sore. If you see it, warn the authorities!

## JOHN MADDEN 64

Publisher: EA Sports

Reviewed: Issue 8

Price: \$59.99

76  
percent



Gridiron action as approved by the portly syrup-sport of yore. Released at the same time as Acclaim's Quarterback Club, Madden plays in much the same way (as you'd expect of an American football game). The AI of the players is slightly better in Madden, but it doesn't have QB's showy high-res graphics, so there's very little to choose between the two.

## KILLER INSTINCT GOLD

Publisher: Nintendo

Reviewed: Issue 3

Price: \$59.99

70  
percent



Beat-'em-up action for caffeine addicts and speed freaks; KI Gold is fast and frantic (often ludicrously so), but relies too much on mad button hammering in place of skill, whatever the KI combo bores may tell you. The use of 2-D characters on 3-D backgrounds now looks a little dated, especially when compared to games like Mace or Art Of Fighting Twin.



## LYLAT WARS/STARFOX 64

Publisher: Nintendo

Reviewed: Issue 5

Price: \$59.99

88 percent



One of Nintendo's updates of past Super NES glories, which provides a dazzling showcase for the 64's graphical abilities over 16 varied and beautifully realised worlds. If there's a problem with *Lylat Wars* (apart from the dull UK title) it's that it is a bit on the easy side – seeing even the hardest worlds isn't that much of a task once you know how to reach them.

## MACE: THE DARK AGE

Publisher: GT Interactive

Reviewed: Issue 7

Price: \$59.99

70 percent



A conversion of an arcade machine that provides some reasonable hack 'n' slash action as a bunch of medieval fighters – big musclebound hunks and over-inflated babes for whom clothes are an inconvenience – whack away at each other with big swords. There's enough here to keep beer-'em-up fans occupied for a while, though it still doesn't offer much long-term appeal.

## MARIO KART 64

Publisher: Nintendo

Reviewed: Issue 3

Price: \$59.99

78 percent



Something of a disappointment, considering how good its Super NES forebear was. *Mario Kart 64* is fun at first, but the computer-controlled players cheat to an obscene degree (no matter how fast you are, they always catch up in moments) and some of the tracks provide nothing but irritation instead of challenge. Still good for multi-player racing, though!

## MISCHIEF MAKERS

Publisher: Nintendo

Reviewed: Issue 7

Price: \$59.99

82 percent



Strangeness and imaginative thrills in this 2-D platformer, which crams in more variety and agency than any of its 3-D contemporaries. You contravene the green-haired robot maid in her constant efforts to rescue her lecherous and imbecilic master from the clutches of an evil empire of mournful aliens. Weird, yes, but compulsive, if maybe a little easy.

## MK MYTHOLOGIES: SUB-ZERO

Publisher: GT Interactive

Reviewed: Issue 9

Price: \$59.99

46 percent



If you're turned on by the idea of making jump after jump over perilous ledges using a poorly thought-out control method, with some lurchy-sloshing combat thrown in, you'll love *MK Mythologies*. People with a frustration threshold less than the Dalai Lama might not take so kindly to it, though. Still, some people prefer *Mortal Kombat* to *Street Fighter* – horse, there's a course.

## MORTAL KOMBAT TRILOGY

Publisher: GT Interactive

Reviewed: Issue 3

Price: \$59.99

32 percent



Three blood-soaked games in one! And all of them of the same roxy quality. If you're the kind of person whose life won't be complete until you've seen every slight fatality, babality and animality in the *Mortal Kombat* series, then you should get this game. And a life. The gameplay of the *MK* franchise hasn't advanced since *MK2* in 1996, and it definitely shows.

## MULTI RACING CHAMPIONSHIP '52

Publisher: Ocean

Reviewed: Issue 5

Price: \$59.99

52 percent



A ponderous and unexciting attempt to bring rallycross to the 64. *MRC*'s lack of in-speed (generally considered to be a major ingredient in a racing game) and takes a good kicking on the difficulty front by being way too easy. The limited number of tracks (a mere three, not counting the usual mirror options) gives it the lifespan of a gnat. One of the cars is unbeatable, as well – why?

## MYSTICAL NINJA STARRING GOEMON

Publisher: Konami

Reviewed: Issue 13

Price: \$59.99

85 percent



An English translation of *Gonbore Goemon*, and one that makes a dramatic improvement to the game's playability. Actually knowing what you're supposed to do next, instead of just wandering around until you stumble upon a new item or location, transforms an amusing but l'risome title into a very entertaining adventure. The 64's first RPG, and not before time!

## NAGANO WINTER OLYMPICS

Publisher: Konami

Reviewed: Issue 10

Price: \$59.99

65 percent



Wintery action from the Land of the Constantly Extinguishing Olympic Torch. Konami's attempt to simulate the Olympiad is a brave effort, but let down by a couple of sub-par events. The variety on sports on offer (from downhill skiing to – yes! – curling, which is more fun than it sounds) does help out, and it's a hell of a lot more realistic than the 'robots on ice' PlayStation version!

## NBA COURTSIDE

Publisher: Nintendo

Reviewed: Issue 14

Price: Import

85 percent



Featuring the endorsement of basketball sensation Kobe Bryant, the first game for Nintendo's new Nintendo Sports label is easily the best basketball sim on the machine, not that it's a pig, which seems somewhat fitting. It's all about super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it "awesome", which says it all!

## NBA HANGTIME

Publisher: GT Interactive

Reviewed: Issue 5

Price: \$59.99

45 percent



Wobbly-skulled giants trudge around the court in this silly basketball game where a 'create player' option lets you play as a pig, which seems somewhat fitting. It's all about super-moves, 50 foot leaps and exploding baskets, rather than anything resembling a real sport. Those who enjoyed *Batman And Robin* might consider it "awesome", which says it all!

## NBA PRO '98

Publisher: Konami

Reviewed: Issue 12

Price: \$59.99

70 percent



Although it's outmatched by Nintendo's *NBA Courtside*, *NBA Pro '98* still offers some fun – that is, if you can get over the fact that the game is as baffling as a police station. This does bring down the game's appeal quite a bit, but if you're prepared to persevere some ball-bouncing entertainment can be had, especially if you can drum up three other people to play against.

## NFL QUARTERBACK CLUB '98

Publisher: Acclaim

Reviewed: Issue 7

Price: \$59.99

80 percent



Acclaim's high-resolution rival to EA Sports' *John Madden 64*, with the benefit of an official NFL licence. QBC certainly beats *Madden* on presentation and glitz; as far as the gameplay goes, there's very little to distinguish the two. The choice is between much better graphics or slightly better player intelligence – judging from international sales, people prefer the former.

## NHL BREAKAWAY '98

Publisher: Acclaim

Reviewed: Issue 12

Price: \$59.99

85 percent



The team that produced the high-resolution NFL *Quarterback Club* struts again, with this medium-res (but still crystal clear) ice hockey title that manages to beat the *Wayne Gretzky* series at its own game. It's a great multiplayer challenge, and the sharpness of the visuals makes the action a lot easier to follow than it is in any of the *Gretzky* games. Worth getting.

95

## OLYMPIC HOCKEY '98

Publisher: Midway

Reviewed: Issue 12

Price: Import

70  
percent

Hurried into order to cash in on the excitement festival that was the Nagano Olympics, *Olympic Hockey '98* is nothing more than *Wayne Gretzky '98* in new national kit, and actually has fewer teams than its predecessor. If you have either of the previous *Gretzky* games, there's no point whatsoever getting this unless you are an ice hockey fetishist.

## PILOTWINGS 64

Publisher: Nintendo

Reviewed: Issue 1

Price: Egg-99

74  
percent

A game that splits the office to this day. One camp argues that the ability to more or less set your own agenda provides near-infinite replay value. The other camp maintains that there isn't any real objective and that you just waft about over pretty landscapes. Since a member of the latter group edits the mag, guess which viewpoint is represented here?

## PUYO PUYO SUN 64

Publisher: Compile

Reviewed: Issue 8

Price: Import

87  
percent

If it looks like something from the Sega Mega Drive, then that's because it pretty much is. The *Puyo Puyo* games have been around for years, and have changed very little along the way. Luckily, they don't need stunning graphics, because this is a game where gameplay is all. Great fun to play alone, supremely addictive against a friend - campaign for an official release now!

## QUAKE

Publisher: GT Interactive

Reviewed: Issue 13

Price: Egg-99

88  
percent

A massive hit on the PC, *Quake* comes to the N64 with improved graphics and a fair smattering of gore, but sadly its deathmatch option is only for two players, as opposed to the benchmark-setting *GoldenEye*'s four. This does ultimately reduce its longevity, but all the same the one-player game is still a lot of aggressive fun. Kill ogres! Shoot dogs! Brutalise demons!

## RAMPAGE

Publisher: GT Interactive

Reviewed: Issue 13

Price: Egg-99

80  
percent

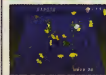
An arcade conversion with an unusual three-player mode, in which you take on the stamping form of one of three movie-style monsters and run around wrecking cities and eating people. This kind of action is fun for a while, and spotting all the amusing little touches in the game keeps you entertained, but the infinite credits mean it's got very little lasting value.

## ROBOTRON 64

Publisher: Game Entertainment

Reviewed: Issue 11

Price: Import

81  
percent

Okay, so on paper it looks crap - an update of an ancient arcade game with weedy graphics and extremely repetitive gameplay that involves ceaseless shooting with nary a break. But in play it's absolutely brilliant, a non-stop, sweat-squirting, adrenaline gland-popping orgy of relentless destruction that reminds you what videogames are all about. Top!

## SAN FRANCISCO RUSH

Publisher: GT Interactive

Reviewed: Issue 9

Price: Egg-99

70  
percent

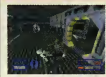
The streets of San Francisco have never been more dangerous! Racing up the hills and round the twisting corners of the city on the bay is entertaining, although the control method could stand a lot of improvement. However, it's the hidden depth of *SF Rush* (you can explore for miles off the track to find hidden keys that unlock secrets) that keeps it interesting.

## SHADOWS OF THE EMPIRE

Publisher: Nintendo

Reviewed: Issue 1

Price: Egg-99

58  
percent

A decidedly dodgy *Star Wars* cash-in that was hugely over-rated when it was first released because of N64 euphoria. Time hasn't treated *Shadows* kindly, though - it's a kind of third-rate *Tomb Raider* meets *Starfox*, with some very lumen subgames that should have had their throats crushed at birth. "Do, or do not," said Yoda. This one does not.

## SIM CITY 2000

Publisher: Imaginear

Reviewed: Issue 12

Price: Import

60  
percent

This conversion of the crazy old PC game is a bit of an oddity, because the mouse-based control of the original isn't really suited to a console. Imaginear give it their best though, and if you've played the original and know what you're supposed to do (everything's in Japanese), some urban amusement can be had, though it's lacking in excitement and feels very dated.

## SNOWBOARD KIDS

Publisher: Atlas

Reviewed: Issue 11

Price: Egg-99

83  
percent

SNOWBOARD KIDS - IT'S CHEER, IT'S SCENE, AND IT'S ACTUALLY MORE FUN THAN 1000\* SNOWBOARDING. SO RUR.

A surprisingly enjoyable little game, which for a while supplanted *GoldenEye* as the office after-hours four-player game of choice. Unlike the 17 million other N64 snowboarding games on the way, *Snowboard Kids* plays for laughs, and is all the better for it. One of the courses does a bit better than any snow on it, fer chrisakes! Good, clean, wholesome entertainment.

## SUPER MARIO 64

Publisher: Nintendo

Reviewed: Issue 1

Price: Egg-99

64  
92  
percent

The N64's very first game, and the one that made people take out second mortgages to pay for the then-£250 console. It's still a great game even today, though its original wow-factor has been diminished enormously by everyone else getting aboard the 3-D bandwagon. This shouldn't deter you from buying it, as it's great (if over-cutey) fun.

## TAMAGOTCHI WORLD

Publisher: Bandai

Reviewed: Issue 11

Price: Import

66  
percent

Weirdness overload as the bleeping creature that were last year's *Tad* make it to the N64 in the form of an electronic board game. The winner is the first person whose *Tamagotchi* reaches adulthood, helped along by a series of subgames. It's quite good fun, but there is a lot of Japanese text, and the subgames aren't nearly as frequent as they should be.

## TETRISPHERE

Publisher: Nintendo

Reviewed: Issue 10

Price: Egg-99

70  
percent

*Tetris* with balls, if you will. This update of the classic Game Boy puzzle takes place on the surface of a spinning globe, inside which is trapped a robot, but the idea is still the same - group blocks to make them disappear before they stack up and overwhelm you. The UK release is excellent value, and there are plenty of gameplay options to maintain interest.

## TOP GEAR RALLY

Publisher: THE Games

Reviewed: Issue 7

Price: £59.99

85

percent



TOP GEAR RALLY - NO, THE CARS DON'T ACTUALLY HAVE TVET CAPABILITIES, IT ONLY LOOKS THAT WAY.

Top Gear Rally is the most realistic racer on the N64 so far, and a respectable rival for the likes of Sega Rally. It boasts five large courses with variable weather conditions, and car handling that is as near as you can get to reality when you're steering with a plastic mushroom. Plus you get to drive around in a milk float, if you really want to!

## TUROK: DINOSAUR HUNTER

Publisher: Acclaim

Reviewed: Issue 2

Price: £39.99

70

percent



Now at a new low price, Turok is much better value, though in terms of playability it is nowhere near the level of Goldeneye. Still, that shouldn't deter fans of bloody slaughter as the titular Indian takes on armies of thugs armed with only his trusty bow, arrow and nuclear accelerator. If Mario's sugary antics aren't for you, Turok's the man. Well, him and Duke.

## WAVE RACE 64

Publisher: Nintendo

Reviewed: Issue 1

Price: £59.99

83

percent



An exemplary jetski simulation, which laughs so much at games like the PlayStation's *Rapid Racer* that it vomits over them. When it comes to watersports (no, not that sort), *Wave Race* is the only place you should look. There aren't all that many courses to race upon, but those that there are are tricky enough to challenge the skills of even the most hyped-up gamer.

## WAYNE GRETZKY'S 3-D HOCKEY

Publisher: GT Interactive

Reviewed: Issue 5

Price: £59.99

78

percent



The first and until recently the only ice hockey game on the N64, *Wayne Gretzky's 3-D Hockey* won fans because of its bone-crunching gameplay and its excellent use of the Nintendo analogue controller. Up to four people can take part in this top-notch simulation of frosty mayhem - the only stumbling block is that nobody over here watches ice hockey!

## WAYNE GRETZKY'S 3-D HOCKEY '98

Publisher: Midway

Reviewed: Issue 10

Price: Import

78

percent



The sequel to *Wayne Gretzky's 3-D Hockey*, and a game whose title must have kept the best brains of Midway in the States occupied for literally nanoseconds. It maintains the same excellent gameplay of its predecessor, but unfortunately fails to improve on it in any way. The only differences come in updated player stats and teams, so it's one for ice hockey completists only.

## WAR GODS

Publisher: GT Interactive

Reviewed: Issue 6

Price: £59.99

40

percent



For quite some time, *War Gods* was used as a benchmark for beat-'em-up awfulness. Then along came *ClayFighter*, and suddenly *War Gods* seemed like *Street Fighter* in comparison. That still doesn't mean that this clomping, inadvertently comedic testbed for *Mortal Kombat 4* is worth getting, though. Unless you like fighters who mince about like John Inman.

## WCW VS NWO WORLD TOUR

Publisher: THQ

Reviewed: Issue 9

Price: £54.99

83

percent



Surprise number one: THQ came up with an excellent N64 debut game. Surprise number two: it's wrestling! *WCW vs NWO* provides something no other fighting game has managed - full-on four player foul play, with loads of famous faces from the OTT world of American wrestling. Good enough to appeal to non-fans of the sport, it's something in itself!

## WHEEL OF FORTUNE

Publisher: Gametek

Reviewed: Issue 10

Price: Import

30

percent



Sans Bradley Walsh (yay!), sans Jenny Powell's legs and cleavage (boo!), this is the American version of the gameshow for numskulls. Although it features the N64's first in-game video footage (hostess Vanna White babbling on inaudibly in a small video window), the questions are far too American-oriented and insanely literal for UK players to get to grips with.

## WILD CHOPPERS

Publisher: Setra

Reviewed: Issue 9

Price: Import

70

percent



A sort of 3-D version of the old *Desert Strike* games, Setra's whirlybird wig-out offers some short-term fun, but is hampered by a fairly limited number of missions and an effective but hard-to-learn control method. It also has a rather glacial pace, like all-out war in a bowl of half-set jelly. As the only game of its type, it might be worth a look for frustrated Kigores.

## WORLD CUP '98

Publisher: THE Games

Reviewed: Issue 7

Price: £54.99

64

93

percent



WORLD CUP '98 - NOT TOTALLY ACCURATE, AS THERE'S NO 'FACE-PAINTED' YOB TRASHES FRENCH 'RAF' SUBURB.

After the dust had settled of FIFA 64, then the much-improved *FIFA: Road To World Cup*, EA Sports have finally hit their stride with *World Cup '98*. The official game of the French event, *WC '98* is easily on a par with Konami's *ISS 64* in terms of gameplay, so if you want to 'relive' / 'avenge your team's victory/defeat, you can at last do so without spending hours putting in all the names.

## WORLD SOCCER 3

Publisher: Konami

Reviewed: Issue 9

Price: Import

86

percent



An update of Konami's classic *J-League Perfect Striker*, which gives Japanese players the chance to use the same international teams that featured in *ISS 64*. The consensus was that it wasn't really an improvement over either game, though that didn't stop the Paragon footie contingent laying claim to it and a Japanese N64 every night after work.

## YOSHI'S STORY

Publisher: Nintendo

Reviewed: Issue 10

Price: Import

79

percent



A surprising let-down from Nintendo, perhaps because of the minimal involvement of game guru Shigeru Miyamoto. *Yoshi's Story* is amazing to look at, simple to play, and obscenely, laughably easy to complete. The Western version has been tweaked very slightly with an extra ending for those dedicated enough to complete the game collecting only melons, but apart from that it's the same.

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## F-ZERO X

It's here at last! First review of Nintendo's sci-fi racer!

## MISSION: IMPOSSIBLE

Full review: has it been worth the wait?

## BODY HARVEST

Behind the scenes with the bug hunters!

## TUROK 2

Why the dinosaurs became extinct! We've got the game that's going to make everything else look prehistoric!

**Reviewed:** *Iggy's Reckin' Balls*, *WWF Warzone*, *Chopper Attack*, *Off-Road Challenge*, *Cruis'n World*, *Flying Dragon Twin*, *Rakuga Kids*, *Star Soldier*, *Super Robot Spirits*, plus anything else we can fit in our cartridge slot!



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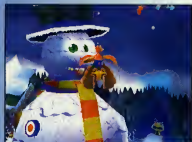
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